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DUNGEONS & DRAGONS® CAMPAIGN SUPPLEMENT

FORGOTTEN REALMS®

Champions of Valor™

Thomas M. Reid and Sean K Reynolds

Dungeons & Dragons® Campaign Accessory

Forgotten Realms®

Champions of Valor™

Thomas M. Reid and Sean K Reynolds

Wizards of the Coast™

DUNGEONS & DRAGONS® CAMPAIGN ACCESSORY

FORGOTTEN REALMS®

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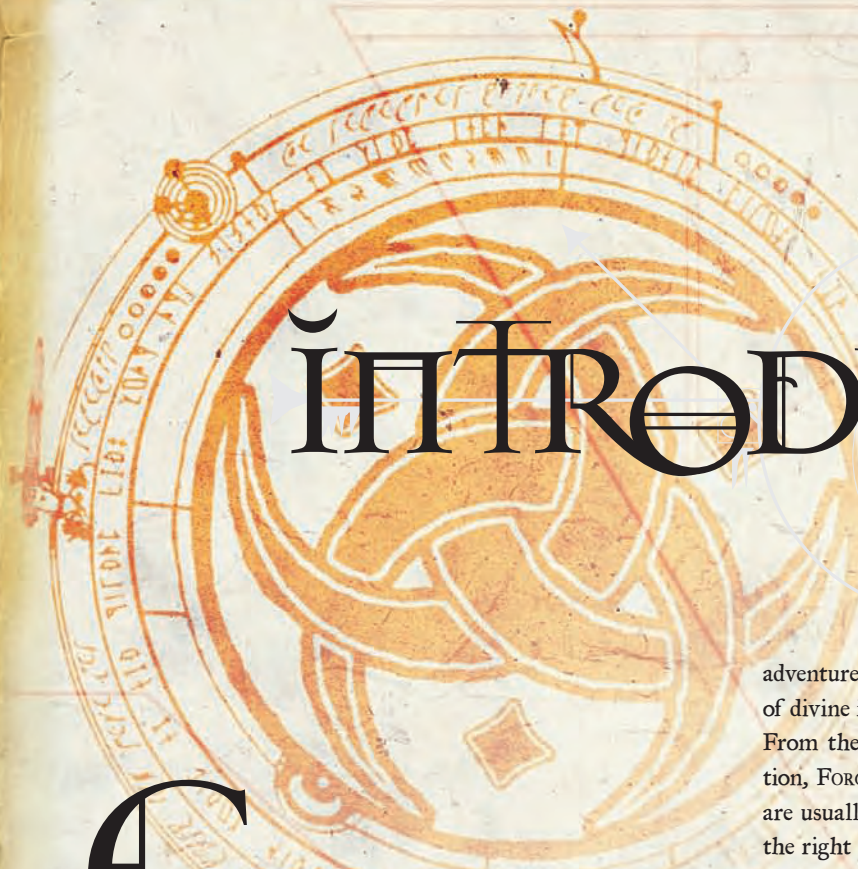
Introduction



Champions of Valor is for players and Dungeon Masters who want to incorporate great heroism into their campaigns. This is more than simply a list of good deeds and good traits, for a lowly peasant can do good deeds or embody good traits, intentionally or accidentally. The use of the word "valor" in the book title is significant; it means "courage and boldness," "the qualities of a hero," and "exceptional courage when facing danger." Compare these means to the contextual meaning of the word "good;" a thief might be good at picking a pocket, an assassin good at murder, and a blackguard good at cowing his enemies, but none of those things are valorous or heroic. This book is about valorous characters—those who might be good or in some cases merely neutral, but are great and heroic in facing down the greatest dangers of Faerûn. Most valorous characters are good, but a significant fraction of them are indifferent to good and evil, and a rare few are evil but recognize that some evils must be challenged (even the mad Halaster has battled on Mystra's behalf).

It's worth noting that if you look at the ratio of good, neutral, and evil deities in Faerûn, there are a disproportionate number of good-aligned deities compared to neutral or evil deities. You see this if you compare the thirty fully described deities in the *Forgotten Realms® Campaign Setting,* or just the greater and intermediate deities of Faerûn, or all the deities described in Chapter 5 of that book: Good-aligned deities outnumber those with a neutral aspect, and they outnumber evil deities as well. This means there are more good influences in the world than evil or neutral ones (though the evil ones tend to be more overt and careful in their influence). There are more good-aligned adventurers in Faerûn than neutral or evil ones, not just because of divine influence but because Faerûn calls out for good heroes. From the earliest version of the setting to the latest incarnation, Forgotten Realms books assume that player characters are usually good and will sometimes do things just because it's the right thing to do, not for a reward. However, it is unfair to expect the PCs to always behave this way; part of the enjoyment of playing D&D is seeing your character become more powerful, and when the rewards are lacking it detracts from the experience. One of the goals of this book is to provide DMs ways to motivate valorous characters and reward them in atypical ways.

If you're a DM, use this book for ideas on how to encourage your players to play valorous PCs, create valorous adventures for those PCs, and build a campaign based on heroic deeds. You can even use this material to guide the behavior of your villains and villainous organizations, for one of the pinnacles of valor is challenging your evil opposite with the fate of the world at stake.

If you're a player, this book presents you with new options for your characters, whether you want them to have humble beginnings and aspire to great heroism of be born destined for greatness and aware of it from the very start. Read this book and talk to your DM about what he expects from valorous heroes; this book can help establish common ground so your character doesn't stumble in mid-campaign over conflicting perceptions of what is valorous behavior.

What You Need to Play

To use this supplement, you also need the Dungeons & Dragons® *Player's Handbook, Dungeon Master's Guide,* and *Monster Manual,* plus the *Forgotten Realms Campaign Setting.* Many references are also made in these pages to *Races of Faerûn, Player's Guide to Faerûn,* and *Magic of Faerûn.*

We also recommend *Book of Exalted Deeds, Races of Stone, Races of Destiny,* and *Races of the Wild.* Though you don't

need any of those books to use this one, some specific ideas and game concepts presented in those books appear here in a limited form, and you can find more details in the appropriate book. For example, this book suggests ways to incorporate the goliaths (a new race from *Races of Stone*) into a Forgotten Realms campaign, but only includes the briefest amount of information on the goliath race; if you want more information on goliaths, refer to *Races of Stone*.

Several other books are referenced herein. In many cases, this reference is in the form of a superscript abbreviation of the book's title, which is tacked onto the end of the name of a spell, monster, or some other piece of information. The books (including some of those mentioned above) and their abbreviations, when applicable, are as follows: *Book of Exalted Deeds* (BE), *Champions of Ruin* (CR), *Complete Warrior* (CW), *Lost Empires of Faerûn* (LE), *Magic of Faerûn* (Mag), *Player's Guide to Faerûn* (PG), *Races of Faerûn* (Rac), and *Unapproachable East* (Una).

How to Use This Book in Your Campaign

This book gives you many options for running a valorous campaign, running valorous PCs or NPCs, and making heroics a critical part of your Forgotten Realms campaign. Whether it's new options for building a character, inspirational organizations a character can join, places of power tied to heroism and sacrifice, or new allies and companions for valorous PCs, *Champions of Valor* is the key supplement for Faerûn's heroic characters. Alternatively, much of this book can be used with minor adjustments in any setting.

Introduction: What is the difference between good and valor? Why are there are so many heroes in Faerûn?

Chapter 1: The Valorous Hero has advice for DMs and players about valorous campaigns, valorous challenges, and valorous archetypes by class and race. It addresses the idea of flawed heroes, atonement, and conflict between different kinds of good.

Chapter 2: Character Options details new regions, feats, spells, magic items, and substitution levels tailored for Faerûnian deities and organizations.

Chapter 3: Valorous Organizations covers several valorous organizations, including information on how to join and the benefits of joining each group. Following that are short descriptions of many valorous knighthoods, monk orders, and other organizations.

Chapter 4: Prestige Classes introduces four new prestige classes for valorous heroes, from the Knight of the Flying Hunt to the Triadic Knight.

Chapter 5: Places of Valor gives sample locations associated with good, from a holy temple to the site of a great battle.

Chapter 6: Agents of Good describes several new NPCs and monsters with descriptions and game statistics, suitable for cohorts, allies, or contacts.

Timeline

This book assumes that the current year is the Year of Lightning Storms (1374 DR).

Swift and Immediate Actions

Some of the rules and features described in *Champions of Valor* use two action types not described in the core rulebooks: the swift action and the immediate action. A description of how each works follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action.

Casting a quickened spell is a swift action (instead of a free action, as stated in the Quicken Spell feat description in the *Player's Handbook*). In addition, casting any spell with a casting time of 1 swift action (such as *divest essentia*) is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting *feather fall* is an immediate action (instead of a free action, as stated in the spell description in the *Player's Handbook*), since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn. You also cannot use an immediate action if you are currently flat-footed

The Valorous Hero

Book of Exalted Deeds addresses the concepts of good and evil in the D&D universe. This chapter examines those issues in the context of the Forgotten Realms campaign setting, providing advice for DMs and players who want more valor and heroics in their campaigns.

Good and Evil in Faerûn

Faerûn is an interesting place, to be sure, when viewed in terms of good and evil. The goddess of magic is good, so all magic ultimately comes from a good source, and while she can restrict magical access to only good creatures, she does not do so or risk upsetting the balance of power in the world. The god of the dead is neutral, seeing death as an inevitable thing but not something he wants to promote or encourage before its due time. Several nongood deities allow paladins in their service, promoting only the most lawful and good aspects of their faith. The god of knowledge is neutral, while the gods of literature and song are good. The protector of caravans is neutral, while the goddess of festhalls is good. While the D&D game views good and evil in a more black-and-white sense than what exists in the real world, it is clear that in Faerûn, these concepts are not so cut-and-dried.

That said, we can use the godly portfolios to determine there are some things in Faerûn that are definitely good or evil. Nature, rather than being an indifferent or neutral force, is often good (Chauntea, Eldath, and Mielikki are good, while Silvanus is neutral). Hereditary rule by qualified nobles is associated with good—Cormyr is the only true human monarchy and is considered a good nation; Mulhorand is ruled by lawful good hereditary priest-kings; Evermeet and the Great Rift clans are good monarchies. Light, whether sunlight or moonlight, is good (Lathander, Selûne, Horus-Re, Eilistraee, and Sehanine Moonbow are good deities of light, dawn, or the moon). Undeath, wanton killing, and destruction are evil (Bhaal, Myrkul, Velsharoon, Kiaransalee, Cyric, Talos, Set, and Malar). Oppression, conquest, and inflicting suffering are evil (Bane, Loviatar, Lolth, Gruumsh, Urdlen, Deep Duerra, and Talona), as are darkness and thievery (Mask, Shar, and Vhaeraun).

When viewed in this way, the deities of the setting help define the borders of Faerûnian morality. In short: Life, concern for others, and respect for nature are good, while disruptions of the natural cycle and abuse of power are evil. Thus it is quite possible for a powerful good government to act in an evil manner by abusing its power, destroying nearby lands, or engaging in war for the sake of glory or territory.

Rewarding Valorous Behavior

Faerûn is a well-developed campaign world, with an established history and connectivity between its countries, organizations, and powerful individuals. When something happens, others are sure to find out about it and respond. The mage who destroyed the dire doppelganger's hold on Westgate gains a reputation elsewhere along the Dragon Coast. The Rashemi barbarian who held off a charge of Thayan knights long enough to enable a hathran to heal her wounded sister and escape is spoken of in Thesk and Aglarond as well as his homeland. The heroic thief who stole the Bloodstaff of Arkhoun from a Banite temple—the night before

Fzoul was to claim it—earns many rounds of drinks in Cormyr and Waterdeep.

While it is easy to reward valorous characters with money and magic items or to allow them to take special feats, these types of rewards aren't the only way to reinforce valorous behavior. In the real world, people who do great deeds are often rewarded financially, but quite often these rewards are minor compared to the fame and thanks heaped upon them by those they helped. A fantasy world with magic, true celestials, and huge areas of pristine land has even more ways to reward valorous characters than the real world does, and all without adding game mechanics. A Mulhorandi high priest might reward a heroic wizard with the power to make any creature realize the hero is a friend of the royal family. A valorous cleric can be assigned a specific veteran celestial to watch over her, and it is this celestial that answers her *lesser planar ally* and *commune* spells. A warrior dragonslayer can be awarded title to the lands formerly held by the dragon and permission to build a castle as a knighted lord of the realm. A heroic rogue who broke the back of an assassins guild might be given a key to the city and a position as advisor to the local duke.

This is not to say that magic, spells, and feats aren't interesting and exciting ways to reward a valorous character, but since good characters are expected to do good deeds without requiring a reward, always giving them a material award cheapens their acts—while other types of rewards help build the character's reputation and establish him or her in the setting (nonmaterial awards also avoid the problem of exceeding the recommended amount of treasure for a particular character level). Heroes inspire great stories, which cause others to retell and emulate those stories, which often results in a new generation of heroes inspired by the previous generation. In a way, that is true immortality.

How to DM for Valorous Heroes

Running a campaign with valorous heroes requires extra work and preparation by the Dungeon Master, but the rewards are significant. In a standard campaign, PCs might be content to escort caravans, defeat orc outposts, and dabble in heroics now and then, but such campaigns are usually poorer in the retelling. By comparison, a valorous campaign where the stakes are high, the heroes larger than life, and the villains especially foul is more likely to inspire good memories of the games and encourage the players to even greater acts of heroism.

Valorous heroes require special care and attention. Even more so than in a standard campaign, the two rules of running a Forgotten Realms campaign (see Chapter 8 of the *Forgotten Realms Campaign Setting*) are critical. First, you must remember that your campaign is *your* world. You don't need to follow the events of the novels or campaign updates in the game supplements, and if you need to change something to give your characters the opportunity to do something valorous, then by all means do it. If you want your valorous PCs to pass through Tilverton right before it vanished from Faerûn, give them a chance to stop whatever causes the catastrophe—in your campaign, Tilverton

Illustration by Ralph Horsley

A small keep makes the perfect gift for a valorous knight

still exists as long as the PCs intervene. If you want your PCs to have a chance to prevent the rebirth of Bane by attacking an avatar of Xvim, do it—in your campaign, Bane might stay dead forever if the PCs are made of the right stuff.

Second, by all means make the PCs the stars of the campaign rather than the famous NPCs. If even the most valorous hero gets less "screen time" than Drizzt Do'Urden or Elminster in your campaign, it cheapens the efforts of your PCs and makes the players wonder why they bother trying to be valorous at all. Give your PCs the opportunity to shine and do great things, pushing NPCs out of the spotlight. If you're playing a campaign in Cormyr during the war against Nalavara the Devil Dragon, and your valorous Cormyrean wizard PC proves himself wise and mighty, ignore the information about Caladnei on page 115 of the *Forgotten Realms Campaign Setting* and instead let Vangerdahast nominate the PC wizard as his successor, citing a long-forgotten branch of the line of Royal Magicians that culminates in the character. Perhaps a noble-hearted duergar and his friends were the ones who defended Mithral Hall against an invasion of gray dwarves rather than a violet-eyed drow fighting against the vengeful forces of his home city. Perhaps the true heir to the throne of Tethyr is not Zaranda Star but actually a Chondathan mercenary fighter PC who must battle to unite the land he would claim as his own; in your campaign, it might not be Khelben Arunsun who negotiated a temporary peace with the Zhentarim, but rather an ambitious half-elf bard who then left to form his own organization. If you make the PCs the stars and let them perform incredible heroic deeds that affect the entire world, the players recognize that it is they who are shaping their gaming world, not authors and game designers.

creating valorous challenges

For heroes to truly shine with the light of valor, they must face down the darkest evils. There's only a small potential for valor in an adventure focused on guarding a caravan carrying copper ingots to the Western Heartlands. If instead the cargo is dwarven steel to be made into swords to arm a local militia against an invasion of Zhent soldiers, and the caravan is passing through an area known to be patrolled by Kurn Cormaeril (vampire skymage of the Zhentarim and traitor to the crown of Cormyr), now you have an opportunity for heroism. The militia can't keep this caravan safe by itself; it needs a group of heroes to lead them in battle so the rank-and-file soldiers won't be slaughtered. This type of scenario has great potential for valor, even for low-level characters and for a broad mix of character classes.

Remember that Faerûn isn't just a bland fantasy setting, it has a rich and detailed history that you can use to create scenarios tied to the world and lay the groundwork for future adventures. A lot is going on at any moment in Faerûn, even if you only look at a small area, and there should be plenty of ways to incorporate far-reaching plot elements for valorous heroes to seize, shake, and follow.

Champions of Ruin and *Book of Vile Darkness* are excellent resources for the enemies that valorous heroes loathe, fight, and defeat. Even if you don't have those books, there are dozens of adventure seeds are strewn throughout the *Forgotten Realms Campaign Setting* and other Forgotten Realms products. In its long history, Faerûn has seen several evil countries rise to power only to collapse because of internal conflict, delving too deep into forbidden magic, conflict with evil enemies, or destruction at the hands of the forces of good; even dead evil empires can be the seeds of great adventures, as misguided humanoids unearth and use long-buried artifacts, liches and other immortal evils dig themselves free or awake from centuries of magical imprisonment, or a madman tries to reconstruct the "glory days" of old. Evil gods can die and still leave their legacy—Moander's cultists still try to bring him back from the dead, Myrkul's evil lingers in the crown of horns, and so on.

Not that enough evil isn't already present in Faerûn to keep valorous heroes occupied for quite some time. Thayan enclaves can seem innocuous, but in most cases it's certain that enclave profits go to researching powerful and dangerous spells that the Red Wizards will test in battles against Aglarond and Rashemen (and if successful, the rest of the world). The new church of Bane is the driving force behind the Zhentarim and their leader is Bane's chosen. A dozen other evil gods try to carve pieces out of the map or from the flesh of living mortals. Thieves guilds put a chokehold on trade in and out of a crucial port city, cutting off supplies needed to help win a foreign war against an orc horde, while an assassins guild literally strangles the life from a city's prestigious families to settle an old rivalry. Bandits declare themselves kings and take over peaceful towns, putting any resistors to the sword and claiming the spoils of blood and innocence. Pirates attack pilgrim's vessels in the Sea of Fallen Stars and merchant vessels on the Sword Coast. Yuan-ti threaten civilization in the Chultan peninsula. The Shades loom over Cormyr and the Dalelands. The People of the Black Blood conspire to murder travelers or infect them with lycanthropy and turn them loose in large cities where they can do the most harm. Phaerimms, mind flayers, and drow conspire and scheme in the Underdark, sometimes reaching upward to crush the lives and spirits of people on the surface world. Priestesses of Loviatar open roadside inns, then torture to death anyone who accepts their hospitality.

The point is that real evil exists in Faerûn, meaning plenty of work for true heroes to do. If players want to roleplay as valorous heroes, there is no excuse not to give them the opportunity. While not every adventure has to pit absolute good against absolute evil

or thwarting the machinations of yet another villain who wants to rule all of Faerûn (after saving the world day after day, one starts to wonder why it hasn't fallen apart due to some hero's failure), a valorous campaign should have regular episodes where valor is the expected norm.

Valiant Hero Archetypes

It's easy to find archetypical valorous characters for each of the eleven standard classes in the *Player's Handbook*. Though many of the early archetypes can seem to be cliches, that's only because these characters defined the archetype, and the writers who followed based their sample heroes on these archetypes. Not every valiant hero has to be something new and unique in the world; there's a place in the game for the simple courageous paladin or thief with a heart of gold. The following characters are archetypical examples of valiant heroes of their class.

Barbarian: The valorous barbarian archetype is the "noble savage," a man or woman from uncivilized lands who confronts evil when he or she sees it, even though his or her actions might be mocked or unappreciated by others. Robert E. Howard's most famous character, Conan, has remarkable prowess in battle and instincts for survival; though hardly a man of virtue, Conan did his share of battling evil wizards and horrible monsters when such things needed to be done. Elements of the berserker aspect of the barbarian class are common in Norse tales; the greatest warriors slain in battle go to Valhalla to await Ragnarok when their strength will be needed to fight the frost giants at the end of the world. The Celt hero Cú Chulainn is also a barbarian, though while some consider him a bard because of his Celtic origins, he was actually mighty warrior in battle, and his warp-spasm (rage) physically transformed him into something strange and terrifying. In Faerûn, the berserkers of Rashemen who pay for the freedom of their land with blood spilled in battle with the Red Wizards of Thay are sometimes valorous barbarians.

Bard: The D&D bard derives almost completely from the Celtic bards: those musicians who spread wisdom, recorded knowledge and story in the form of song, and used their music to blur the line between the natural and the supernatural. The Greeks and Norse also had a strong bardic tradition, with the *Iliad*, the *Odyssey*, and poetic and prose eddas passed down orally for generations by bards (thus, Homer and Snorri Sturluson should be considered bards). The influence of Celtic bard culture on the Forgotten Realms setting is clear: Oghma is the Celtic god of bards, Silvanus is the Celtic god of nature, and one of the most omnipresent good-aligned groups is the Harpers. In Faerûn, the Harpers and the elves are common sources of valorous bards.

Cleric and Druid: Whether serving the gods or nature itself, priests are a staple of fiction and history. Friar Tuck was a valorous priest, and though in most modern stories he plays second fiddle to Robin Hood, he was Robin's equal in sword and bow. For a Biblical example, consider Moses; turning against his adopted royal family, he risks death by taking up the cause of the slave class, using divine magic to coerce and battle the enemies of his people. Cathbad is a druid from the tales of Cú Chulainn, father of a king and speaker of the prophecy that convinced Cú Chulainn to take up arms and become a great hero. Faerûn has many examples of valorous priests, Cadderly (the Chosen of Deneir) being one of the most powerful.

Fighter: Scotland's William Wallace ("Braveheart") was a valorous fighter; the son of a low knight, he united the clans of his people to throw off the oppressive rule of a foreign leader, came back from apparent death, and was captured and executed for his actions. Col. Robert Gould Shaw (a real person upon whom the movie *Glory* is based) is a more recent valorous fighter; he fought for the North in the Civil War because he believed in the abolition of slavery, fought prejudice in his own army because of those beliefs, and gave his life on the battlefield. The Purple Dragons of Cormyr often produce valorous fighters.

Monk: Unarmed combat has many styles, and dates back over a thousand years. The 16th-century Chinese general and author Qi Jiguang is a critically important martial artist; he taught his soldiers unarmed fighting techniques and mental training to build courage, allowing them to defeat armored Japanese pirates attacking the eastern provinces. Li Mu Bai in *Crouching Tiger, Hidden Dragon* is a retired honorable martial artist who must take up his sword again to stop a mysterious thief and the evil woman who murdered his master. (Many characters from the "Jiang Hu" mythical period of Chinese history would be valorous monks in the D&D sense.) Members of several Faerûnian monk orders (see page 25 of the *Forgotten Realms Campaign Setting*) are archetypal valorous monks.

Paladin: The valorous paladin archetype primarily comes from the stories of King Arthur and the Knights of the Round Table, though some of these knights were less than perfect. Other examples of the "warrior chosen by the gods" are Joan of Arc, samurai in service to a good an honorable lord, and Hiawatha, who spread peace and law among the Native American tribes, facing a strange snake-haired wizard and eventually founding the Five Nations of the Iroquois. As members of the only D&D standard class with a good alignment requirement, many paladins are valorous characters. Valorous paladins are likely to appear in any Faerûnian paladin order, though Torm's and Tyr's followers seem to be driven to valor.

Ranger: Tolkien's rangers, particularly Aragorn, are the model for D&D rangers—woods-wise, sword-strong, and protecting their fallen homeland from ancient evil as best they can (it's

A valorous wizard confronts her darkest foes

Illustration by Lucio Parrillo

telling to note that in previous editions of the game, rangers had to be good). In more recent sources, Prince Gwydion of Lloyd Alexander's *Prydain Chronicles* is clearly a noble ranger (though as a secondary character he gets fewer pages than the commoner protagonist), a leader of men, skilled in woods magic, and brave in battle. Tarzan is another valorous ranger archetype; though uncivilized, he lacks a barbarian's battle lust, and his love of nature and bond with animals mark him as a ranger. Since the founding of the Silver Marches, that land has seen a marked increase in the number of valorous rangers patrolling its forests.

Rogue: Robin Hood, though born an aristocrat and trained in war, is a good example of a valorous rogue; willing to risk death to challenge a usurper to the throne, stealing from the wealthy to give to the poor, and using trickery to defeat his enemies and escape trouble. A more modern example is Indiana Jones, a well-educated man who unearths long-lost treasures not to sell them, but to display them for all to see, fighting the Nazis and other evildoers in the process. Valorous rogues can turn up almost anywhere in Faerûn, fighting tyrants in Westgate or on the Moonsea, working to destroy the evils of Undermountain.

Sorcerer and Wizard: Again using Tolkien's writings as an example, Gandalf is a valorous wizard. In the body of an old man, a powerful spirit guides a team of heroes on a quest to save the world, gives his own life to help them escape, and faces down other evils to defend innocents. Harry Potter is a valorous wizard even though he is just a boy when his quests begin; he faces the lingering spirit of the man who killed his parents, fights horrible monsters that would panic and devour an ordinary boy, and risks himself to save his friends. Aglarond's many battles with Thay have produced a disproportionate number of valorous sorcerers in that country, and Waterdeep's place as the center of Faerûnian trade and culture means that valorous wizards pass through its gates almost daily.

The Imperfect Champion of Good

Even among valorous heroes, nobody is perfect. Characters are heroic because they overcome obstacles, whether those obstacles are external or internal. Internal obstacles, or flaws, help define a valorous character, and such a hero's successful adventures set an example to others that they shouldn't let their own failings prevent them from doing great things—overcoming one's own shortfalls is a quest in itself.

A number of personality flaws are discussed below. An individual hero might have one or more of these flaws to a greater or lesser degree; each entry includes reasons why the hero might act that way, and what races, nationalities, or faiths of heroes

might commonly have this flaw. When creating a valorous hero, use these traits to help guide your character development but not confine it; as with alignment, these traits are a tool for fleshing out a character, not stereotyping.

Bigoted: Bigoted heroes consider themselves better than another group, race, nationality, profession, or religion. They might feel this way because they were born in a culture of intolerance and never had the opportunity to interact with members of the "inferior" group, or because they see themselves as the champion of their position and don't have time to deal with "lesser concerns." Elves are often considered bigoted. Some long-lived races consider humans arrogant if not bigoted in their sense of superiority, and genasi think most other beings are less special than the planetouched. As citizens of an ancient empire that still stands to this day, the people of Mulhorand can be bigoted toward foreigners, as can Chessentans, Sembians, or Waterdhavians, who feel their city is the center of human trade and civilization. Spellcasters look down on warriors for lacking brains and arcane talent, and warriors curse spellcasters for their cowardly magic. For a time shortly before the Godswar, the church of Torm in Tantras persecuted "unbelievers" (members of other faiths) as directed by its heretical high priest, which certainly is a form of religious bigotry, as are the cross-elemental biases of Grumbar and Akadi, or Kossuth and Istishia.

Brave: Brave heroes always try to appear fearless in the face of danger. Some make a show of bravery to strengthen the hearts of those around them; others do it to keep their inner fear from breaking the surface and becoming known, while still others know no fear because they are fools. Elves and dwarves are known for their stoic bravery in the face of death. Halfling heroes act brave to bolster the common folk of their lands in times of danger. Humans often use bravado in the same way as halflings, but just as often it's a cover for the cold terror within. Cormyr's soldiers are inspired to courage by their Purple Dragon Knights, while heroes of Calimshan must look fearless in order to save face in front of their family, servants, and slaves—no matter what they feel inside. The religions of Tempus, Tymora, and Tyr are three faiths that greatly value courage.

Cautious: Cautious heroes refuse to let themselves get too upset or too enthusiastic about anything. Such a hero might have acted rashly in the past to the detriment of others, or he might fear that if he shows too much interest in vanquishing something evil, spies might take note and go out of their way to protect that thing. Some dwarves are cautious (except in the face of immediate battle), remembering too many friends and kin at home lost to a disastrous decision. Svirfneblin and drow fear enemy spies (usually drow) who would use their actions to find the location of their home city or the identity of secret allegiances. Citizens of Aglarond fear Thayan spies, Cormyreans recall friends lost in foolish charges against the Devil Dragon, and Sembians worry that showing too much interest can spoil a deal or reveal a business contact better kept private. Remembering the atrocities of Maztica, followers of Helm can be very cautious in their actions. Many heroes serving good deities worry that spending too much time at a particular church, town, or home can draw their enemies' attention to that place.

Fanatic: Fanatic heroes are willing to take on nearly impossible odds at great risk to themselves if they think they can succeed. Such a hero might be compensating for a past loss or failure to act at the right time, or might be a veteran of many battles, with many lost friends over the years, and who now places little value in his own life any longer. For many years, dwarves fit this mindset, while their race seemed on the verge of extinction, but the Thunder Blessing has changed this for most of them. Valorous half-orcs can be fanatic in their attempts to prove to others that they are truly heroes despite their orc heritage. Any nation such as Cormyr, Tethyr, or Unther that has suffered terrible war losses in recent years is prone to have fanatic heroes. Many paladins of Helm, Torm, and Tyr become fanatics in the hopes of repaying various debts to the world for the Time of Troubles, and old heroes of Tempus or the Red Knight may be ready to leave Faerûn and join their deity in the afterlife, hoping to die in battle rather than aged and infirmed in a bed.

Forgiving: Forgiving heroes are willing to overlook past slights, welcome old enemies as new friends, and accept that even monsters can repent their evil ways and become good. Perhaps they experienced prejudice in the past (whether for something innate like their race, or perhaps because of an act they committed) or saw a friend turn to evil but crawl back to the light again. Humans, even with their insatiable appetite for power, still tend to be forgiving; the good-hearted gnomes and halflings tend to be as well. Aasimar and tieflings approach forgiveness from opposite ends, but understand the need to accept those who are different or who have turned away from darkness. Tethyrians and Damarans have learned to put aside old hurts in the interest of peace, and the people of Unther know that living under a tyrant doesn't mean you enjoy tyranny. Ilmater's faith is best known for its acceptance of old enemies and healing of old hurts; some say Ilmater would forgive Loviatar herself if she repented her cruelty. Followers of Helm understand that those who have done wrong can regret their deeds, and in the long term, Silvanus's worshipers are very tolerant of those who once hurt the forest but now try to protect it.

Observant: Observant heroes are always on the lookout for problems and frequently give suggestions and corrections to allies and strangers. Perhaps they are forcing themselves to be vigilant to make up for failing to notice the early signs of a great tragedy or trying to prove themselves to a well-respected superior, ally, or family member. Dwarves, elves, or deep gnomes might remember a surprise attack on their community that occurred while they

were on duty. Members of every race are subject to hero worship and its consequences. Surviving warriors of Untheric border towns might very well regret not mentioning the eastern dust clouds that heralded the approaching Mulhorandi army, just as Aglarondan border-watchers think back on every trick the Red Wizards used to cross their border. Clerics of Torm wonder why they didn't speak out against the offenses caused by their Tantran high priest. Followers of Selûne and Mystra wonder why it took them so long to notice the existence of the Shadow Weave.

Overbearing: Overbearing heroes are vocal about their qualifications and involvement. This behavior can be due to arrogance, a desire to be in the spotlight, or a change from a meek perspective. Elves and dwarves tend to be overbearing, especially when younger, smaller, or weaker races are involved. Humans have a gift for arrogance, remembering their race's victories and none of its many failures. Halfling heroes often brag or boast in order to make sure they're noticed or to show they're not just jumped-up farmers. Calishites, Sembians, and Thayan wizards tend to be overbearing, all believing they know how to handle a situation the best. Followers of Tyr tend to assume they should be in charge and act accordingly, and Lathander's faithful tend to be exuberant, especially the recent converts.

Reserved: More than just exhibiting a tendency toward silence, reserved heroes are usually content to go along with whatever the group decides; they are reluctant to give their input, especially when it contradicts the group leader or anyone of equal status. Some quiet heroes do this because they're agonizing over a past mistake, while others save their input for the few topics they think are really important. Halflings are used to being overlooked, and may remain quiet out of anger, letting it simmer until they reach a point where they must speak their mind. Despite their frequent jokes, many gnomes are actually quiet heroes, saving their strong opinions for important discussions. Heroes of Tethyr often remain silent because they understand what happens when a group turns on itself due to conflicting opinions, while Moonsea heroes still remember the people killed for opposing the Zhentarim.

Reverent: Reverent heroes are very common among the faithful; they frequently quote scripture, pray at every shrine and temple, and lecture others about their moral failings. Among the lay folk, reverent heroes are meticulous about following the law, unwilling to trespass on an enemy's castle grounds without announcing themselves. These heroes might have violated some important religious or legal code and don't want it to happen again, or might have recently found new faith or love of the law and want to make a good impression among like-minded folk. Normally, this is a lawful-minded behavior. Humans are the most likely to become overzealous in this regard, though drow living in exile often still cling to bits of religious doctrine (such as never killing spiders, not looking women in the eye, and so on). Uthgardt barbarians and half-orcs raised by orc tribes often adhere to strict taboos of behavior for fear of offending the spirits or bringing shame to their family. Grumbar's faith is meticulous in maintaining its ancient practices, and the lawful Mulhorandi deities are similarly strict. Followers of the Triad

Illustration by Ralph Horsley

Even valiant champions have their flaws

can annoy friends and strangers with frequent talk of morals, laws, and following church directives.

Suspicious: Suspicious heroes scrutinize everyone, even their friends and allies. Perhaps they are dealing with an unfamiliar race or culture, or were tricked by a doppelganger or mind-controlled ally, or fooled by a skilled enemy spy. Many dwarves are suspicious by nature, as are drow raised in the Underdark. Heroes of Amn and Calimshan are often suspicious given the near omnipresence of thieves, spies, and assassins in their homelands. Selûne's faithful can be suspicious of others despite their general good nature, because Shar constantly plots to destroy them. Many of Mystra's followers have recently become more suspicious of other spellcasters as rumors of the Shadow Weave have become more prevalent.

Temperamental: Moody and often irritable, temperamental heroes often have a shady past or a secret shame. Reluctant heroes are often temperamental. Dwarves are often temperamental because of concern over their home clans. Humans and half-orcs can be moody because of old flaws or secrets. A hero from Hlondeth might worry that his friends will learn his family is tainted with the blood of yuan-ti. A Thayan wizard might brood over things he had to do as an apprentice to an evil Red Wizard. A reluctant champion of Tymora, prodded to greatness by coincidence and circumstance, might regret abandoning his family and worry about their welfare. Followers of Kelemvor are taught that their god was a lycanthrope in his mortal life, cursed to harm those he loved, so they understand how a dark secret can poison the laughter in an otherwise decent person.

Trusting: Trusting heroes can be trying to lull a suspected enemy into a false sense of security, rebounding from a bout of paranoid suspicion that got an innocent person hurt, or perhaps are simply naive. Some drow heroes pretend to be trusting to see if surface-dwellers intend to take advantage of them. People from isolated communities often sincerely trust what others tell them, no matter the source. Of all the Faerûnian deities, Eldath and Lliira are the most likely to have extremely trusting followers, confident in their ethos that the world is a safe place.

How Do You Atone?

Sometimes a flawed hero stumbles, and sometimes that stumble causes a fall. Fortunately, most good societies understand the concepts of penance, forgiveness, and redemption; a valorous game without these concepts becomes a game of attrition, as one by one the heroes fail and cannot continue.

Using the Atonement Spell

When a hero falls morally, that hero can avail himself of a chance to prove himself over again to those who have come to doubt his commitment, strength, and ability. In stories, these are usually special tasks, quests, or rituals. In the D&D game, the obvious method is the *atonement* spell, which could require some sort of quest. However, it is important to note that the *atonement* spell isn't always required. A suitably remorseful hero can atone for a misdeed without the intervention of a spellcasting priest; there is nothing particularly special about a 9th-level spellcaster's ability to forgive transgressions other than his access to the spell, and a lower-level priest could use the spell from a scroll or a wand, so clearly the priest and the spell aren't the key factors. The D&D game simplifies many things for Dungeon Masters who don't have the time or inclination to require extended roleplaying for a character's penance, and the *atonement* spell serves that purpose.

In campaigns where magic is more than what spells you have prepared and faith is more than what deity is written on your character sheet, any sincerely penitent person should be able to atone for a transgression on his own through appropriate acts. Whether this act is a self-imposed exile in the desert for a year or a divinely inspired task that carries great risk, in a world where the gods walked in mortal form less than a generation ago, those gods and nameless powers of good can recognize sincere atonement whether or not a priest is there to cast a spell. Of course, many strict religions still require the spell even after a true atonement, just to make it official in the church records, but other than ostracism from the church, a hero who truly absolves his sins needs no other proof of it than what lies in his own heart.

That said, in many cases a hero wants the *atonement* spell not because he wants a shortcut, but because he wants or needs some sort of official recognition that his transgression is forgiven. A righteous paladin of Torm who is *dominated* by a vampire and terrorizes a town for a month wants to make sure that not only does his church believe he is worthy of absolution, but the townsfolk know that the church believes this (and hopefully the paladin has made reparations to the town as part of his atonement).

The Act of Atoning

A sin or other spiritual failure is really a kind of debt, whether a debt to a deity, an oath, or one's principles—whether or not the act was intentional. The goddess Hera once drove Heracles temporarily insane, and while so mad he killed his own children; as penance for the crime against his family, he served ten years as a slave of his cousin Eurystheus (Silvanus might do this to a hero who destroys a natural treasure or kills a rare animal). These acts of penance are a metaphysical coin for paying the hero's debt.

Atoning is a ritualistic or spiritual way to repay that debt, usually in a way related to the offense. A hero who deliberately kills an innocent man could be directed to raise the orphans as

his own children; a hero who offends a goddess might have to build her a temple with his own hands. Having the quest suit the nature of the failure is thematically stronger than (for example) a quest to kill a monster that has nothing to do with the failure, and players are more likely to remember the stories of their heroes' adventures if their punishment fits the crime. Fortunately, Faerûn has many evil cults, guilds, and monsters that are suitable for such quests, and dozens of ancient items of powers to be restored to the proper hands—in other words, many currencies useful for paying metaphysical debt.

Of course, many times heroes gain great fame for performing their atonement quests, relegating their misdeeds into comparative obscurity. For example, the Twelve Labors of Heracles were actually dictated to him by Eurystheus as part of his punishment, but few remember that, focusing on the Twelve Labors as acts of heroism destined for a hero to accomplish. The gods (and other agents of atonement) are aware of this and can decide that a more humbling or debilitating punishment is in order. When Hera drove Heracles mad at a later time and again caused him to strike down his children, Zeus made him the slave of a Greek queen, forced to wear women's clothes and sew for a year. In the Forgotten Realms high-magic setting, even stranger punishments are possible. A paladin of Ilmater who rebuffs a frightened old man's request for help might be tasked to take on the floggings of an entire prison full of murderers; a greedy priest of Chauntea who fills her belly while her constituents go hungry might be required to live on bread and water for a year, using her skill and spells to provide food for a village during that time. Heroes who commit horrible acts can be banished to one of the Nine Hells to be tortured by devils for a month, or imprisoned on the Plane of Shadow for a like amount of time, surrounded by half-real illusions of the victims of their acts. These tasks absolve the heroes' failings without rewarding them with fame in the process. Valorous heroes who are "repeat offenders" should get successively more difficult quests or tasks to atone for their failings.

Atonement should always cost the hero something significant. Sometimes the cost is a risk, as when he is sent to fight a horrible monster. Sometimes it's the hero's time, as with the temple-building example. Rarely is the cost simply money, since the D&D treasure system expects that heroes have a certain amount of wealth at each character level, and even large amounts of donated treasure are usually just a temporary setback. In a few cases (particularly with lawful individuals) the omission of action is the cost; heroes can be required to swear oaths to abstain from certain things (sex, particular foods, and so on) or certain acts (cursing, talk to nonbelievers, and so on). Of course, after multiple failings a hero might be so constrained by his oaths that he can hardly take action without careful consideration beforehand to make sure he doesn't break his word.

Vengeance versus Compassion

Vengeance in Faerûn is an interesting subject. Many stories talk of heroic vengeance, but gaining revenge often comes at a great cost in life, magic, or damage to the land. It's interesting to examine vengeance from a divine perspective as well. Horus-Re is a god of vengeance and is good, but Hoar and Shevarash are both neutral (and Shevarash's vengeance is only against evil drow, not indiscriminate vengeance) and Kiaransalee is evil. Clearly, according to the gods revenge has its place and can be done in the name of good, but it is just as likely to originate in evil or be divorced from good and evil entirely. This is a lesson to valorous characters who tread the path of revenge, and should be a caution to them. Are their motivations good, or less pure? What are the consequences of this vengeance? Is there a more constructive way to right the wrongs you are avenging? Is the target of your vengeance redeemable, or so vile that the world is better off with it dead?

That last point is especially important. *Book of Exalted Deeds* talks about mercy and forgiveness as key elements of a truly good character. Extending mercy to a defeated opponent is something an evil character would never do, nor would an evil opponent truly forgive someone who wronged him, and as such those two acts define what is good behavior (the willingness to do something no evil creature would consider the right response). Again, looking at the deities, Ilmater is a powerful deity who embodies perseverance and suffering; he more than any other knows what horrors evil can perform, but he endures by holding onto the hope that eventually evil hearts will turn to good, or, if need be, destroyed outright. While he is allied with Torm, a martial god of paladins, Ilmater's superior is Tyr, god of justice, and part of true justice is knowing when a punishment is appropriate or excessive and when clemency is merited. In a world where truly evil gods walk the earth, the leader of the Harpers makes a peace agreement with the Zhentarim, and one of the land's most famous heroes is a good-aligned dark elf, the desire to slay an enemy for revenge must always be questioned.

Kill or Capture?

Good characters throughout Toril face the same dilemma that good characters elsewhere deal with: What to do with captured enemies? In a world where magic is much more common, dealing with captives can be much easier, especially with the use of *portals, teleport* spells, and other magic that lets you transport many creatures to other locations in a short period of time. Adventurers are common enough that most places have laws specifying what adventurers can and cannot do (Cormyr requires them to register, for example, making it easier to identify and track adventurers who take the law into their own hands), and

good-aligned adventurers should not feel they can disregard local laws just because they're out of earshot of a town. Most countries have laws about killing prisoners without a trial or at least make arrangements to ransom them back to their comrades in the hope that enemies will respect a similar agreement—so heroes who put captured opponents to the sword are little better than common murderers. Good heroes should prepare for the necessity of binding subdued opponents or be willing to let their captives go free with a promise of better behavior (and probably stripped of their weapons and armor so they can't easily harm other people). Of course, it is a different situation when the heroes are acting as agents of the law—killing a wanted murderer in open combat is completely legal, for example—but even those acting with approval of the law must obey these same laws; a Waterdhavian priest of Tyr acting under orders of his temple to root out a thieves guild should try to capture some of the thieves if possible so they can be questioned, tried, and sentenced.

character against character

In a world where the gods of death are neutral and lawful good gods are a minority, alignment conflict (and thus philosophical conflict) between characters occurs frequently. To a good character with neutral or evil friends, this conflict can be very frustrating, since he wants his friends to be the best they can be and doesn't want to compromise his own principles, but usually knows that morality lectures do little good. The good-aligned character in such a group should consider a different way of showing his friends the benefits of being good, such as by offering the good option in practical rather than moral terms. If the others in the group agree to the good character's choice, he can later explain his moral reasons for the choice and how they support the practical reasons.

Example: A good moon elf and his dwarf and human companions have just dealt with the warriors of a small tribe of Stonelands goblins raiding Cormyr farms. The dwarves and humans want to kill the females and young because they believe goblins are incurably evil, and if they are left alive they'll just want revenge on the Cormyreans for their dead husbands and fathers. The moon elf points out that killing them just means that some other evil group is going to take over their territory and be a problem for the farmers later. He suggests leaving them alive with some of their treasure and weapons, arranging to have a team of Chauntean priests teach them rudimentary agriculture appropriate for the area, and hoping that they change their ways in the future, since perhaps the raiding goblins were evil out of starvation or worship of evil gods. If his allies accept this proposal (perhaps after suggesting that the treasure left behind comes out of the elf's share), the elf can later explain why he feels killing defenseless creatures, even evil ones, is wrong, because killing an evil creature just sends another soul to an evil deity, while giving it a chance to redeem itself not only steals a soul from the evil gods, it sends it to the good gods.

Another more risky method is to speak out against less moral choices the other characters make and point out when their poor choices come back to haunt them. Of course, a good character shouldn't allow his friends to commit evil acts, but he might choose to stand idly by during some minor infractions, so this is risky behavior. A crafty good character or one with a lot of contacts and resources even has the option of "cleaning up" the messes his allies make, then confronting them with their mistakes and showing how his actions prevented serious repercussions. Unfortunately, the good character tends to come across as incredibly arrogant when doing this, so sometimes it is best to only deal with major problems, letting the minor things come back to haunt the allies. When they grow annoyed with the damage caused by these old problems, the good-aligned character can point out that he's been fixing things as best as he can but he can't fix everything, and if they tried harder to make good choices they wouldn't be suffering so. This option requires a strong roleplayer willing to spend time alone with the DM negotiating resolutions to the party's blunders.

good versus good: when beliefs collide

Just as it's possible for an adventuring party to have conflicts between good and nongood characters, a party of differently aligned good characters can disagree on moral issues. On a larger scale, two good churches or even countries can come into conflict about differing concepts of good. It is remarkable that in a world with actual, tangible evil, two different good characters or countries are willing to engage in bloody conflict about whose interpretation of good is correct, but it is the nature of humanoids to come to blows when even small disagreements get heated.

law versus chaos

This form of conflict is a surprise to no one; independence and personal freedom opposed by obedience and duty. Chaotic good characters feel restricted by the rules of lawful characters, and lawful characters feel that chaotic characters have no discipline or respect for order. Followers of Tymora think that Torm's worshipers are too stiff, and Tyr's faithful wish the church of

Selûne would get organized and fight evil in an effective, systematic manner. As the *Player's Handbook* states, lawful good is the best alignment because it combines honor and compassion, while chaotic good is the best alignment because it combines a good heart with a free spirit. These ideas are not incompatible, and wise members of both alignments need to be willing to agree to disagree.

Neutral versus others

Those who can afford the luxury of debating the merits of different kinds of good sometimes say that neutral good (true good) is the best kind of good because it focuses on doing good without worrying about chaos or law. They say that if the combinations of law, chaos, good, and evil were drawn on a great wheel, neutral good would occupy the highest position on the wheel, higher (relative to the ground) than either lawful good or chaotic good, "proving" that indifference to law and chaos allows a person to do more good in the world. Whether this is true or the proof is even valid, neutral good heroes sometimes face criticism from both law and chaos.

Lawful characters see a neutral good hero as falling short of her full potential, while chaotic characters think the neutral good character is willing to sacrifice a few too many personal freedoms in the name of greater good. Neutral good characters can see the merits of both sides of the law-versus-chaos argument and use these points to counter whoever criticizes their moral choices. Chauntea's followers understand that supporting the prosperity of a community is often more important than following all the rules of a sovereign settlement, but they know that without some kind of structure and agreement to aid each other, smaller communities might fall apart.

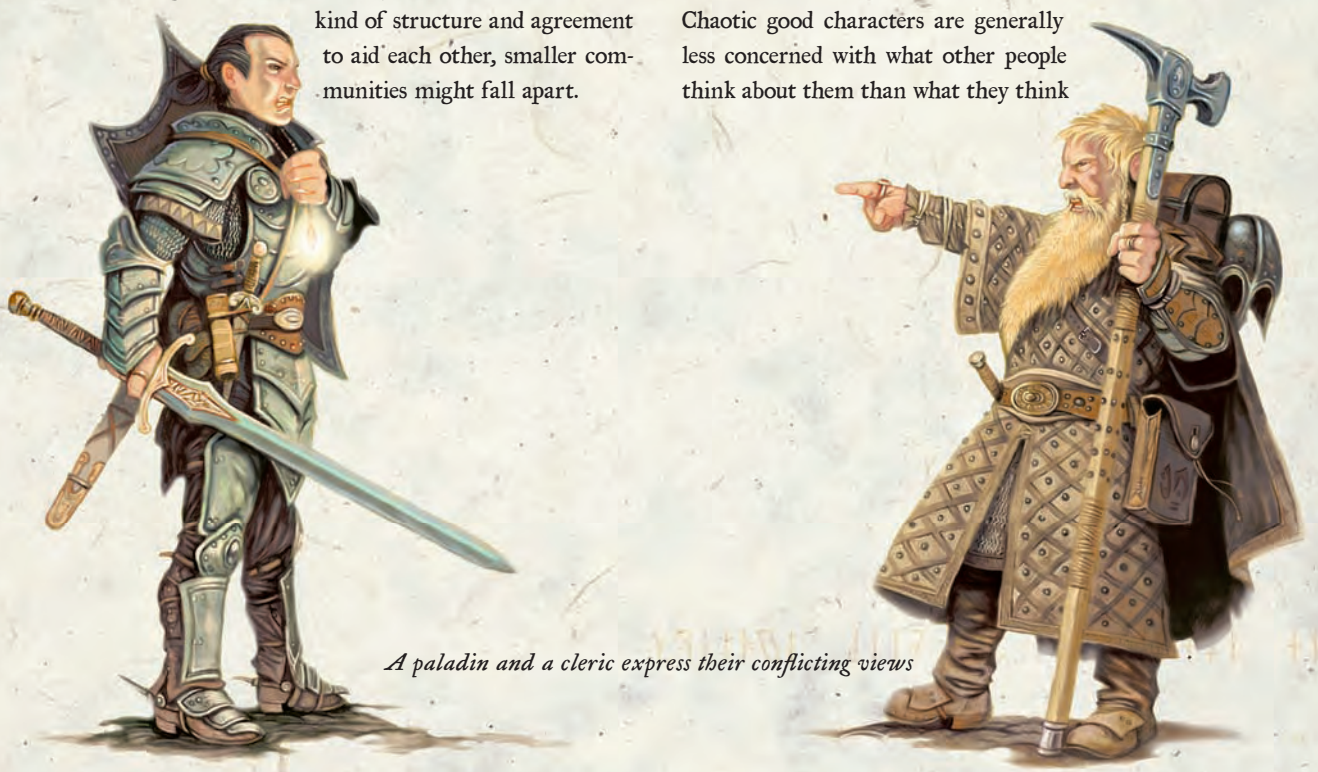
Law versus law

Much like how the different branches of Christianity disagree on what is the "true" religion and what acts are necessary to be accepted in the eyes of the divine, different lawful churches, organizations, or governments can disagree on interpretations of good. In Faerûn, most of the lawful good churches are closely allied by race or region (the Triad for the Faerûnian humans, Horus-Re and Osiris for the Mulhorandi humans, the dwarf pantheon for the Stout Folk, the gnome pantheon for the Forgotten Folk, and the halfling pantheon for the hin) and don't come into conflict about doctrine because they have few interactions outside of world-spanning evil threats. Even followers of "rogue" lawful good entities such as Nobanion are so isolated and specialized in their areas of concern that they seldom meet other lawful good creatures of radically different perspectives.

The countries that have a significant lawful good presence in their citizens and government—Cormyr, some of the Dalelands, the Great Rift, Halruaa, Impiltur, Luiren, Mulhorand, the Silver Marches, and Tethyr—are so geographically scattered that only two of them share a common border, and therefore open conflicts are rare at best. For example, it is hard to imagine that Tethyr and the Silver Marches could ever disagree so strongly as to declare each other enemies, and the logistics of fighting a war between those two countries would be impossible without the use of magic that could be put to better use defending those countries against immediate threats.

Chaos versus chaos

Chaotic good characters are generally less concerned with what other people think about them than what they think



A paladin and a cleric express their conflicting views

Illustration by William O'Connor

about themselves. This is not to say that they're egomaniacs, it just means that a chaotic good adventurer doesn't care if the local priest thinks he's too independent and rebellious—he's more concerned with doing good in the world than obeying some stuffy old church laws, and this applies whether the priest is lawful or chaotic. Chaotic good churches and groups are usually focused on their own agendas and don't fret about other chaotic good entities as long as they don't get in the way of that agenda.

For example, it unlikely you'd ever find a priestess of Selûne arguing with a Lliiran bard about who is doing more good in the world. The priestess isn't going to demand that the bard stop dancing and help her fight a werewolf any more than the bard is going to insist that the priestess ignore the lycanthrope threat to deal with a local lord who has banned dancing as immoral. They could ask each other for help in their tasks, but (except in extreme cases) neither feels that his or her side is superior or that the opposing side is immoral. Likewise, you won't see a follower of Sharess and one of Sune start a fight about whether love or pleasure is more important (though such a fight would undoubtably attract a crowd). Being chaotic good is about recognizing that you can't have one set of rules that applies to everyone, each person has to be able to make his own choices about how to be good, and others should respect those choices.

Races from other supplements

Recent D&D supplements have introduced three new races: the goliaths (*Races of Stone*), illumians (*Races of Destiny*), and raptorans (*Races of the Wild*). If you have these books and want to include these new races in your Forgotten Realms campaign, here are some suggestions for where in Faerûn these races might call home and ways to introduce them to Faerûn as a new race.

Goliaths

These stony humanoids prefer mountains; if you want them to already exist in Faerûn, consider placing them in the Azirrhat or other northern mountains of Anauroch, where they compete with the asabi for resources. The goliaths could live in Chult, unseen by the lowland peoples because of the rock-folk's love for the high places. Their attitude and tribal nature is compatible with the followers of Uthgar, and while the cold climate of the Spine of the World doesn't suit their tendency to wear little clothing, perhaps they come from a volcanically warmed hidden valley amid the frosty peaks. If you want the goliaths to be a relatively new race, they could be a cross between earth genasi and stone giants, creatures brought to Faerûn by Grumbar from another Material Plane to fight Akadi's influence, another Thayan failed experiment in creating a servitor race, a creation by the sharns or phaerimms in their long war, or humans newly altered by wizards of Halruaa to deal with the monsters on the outer face of the mountains that ring that land. Goliaths have a friendly rivalry with earth genasi and enjoy commenting on the smaller stature of their "cousins."

Illumians

This race is made up of humans transformed by magic. If the illumians in your campaign are an established race rather than new arrivals, the archmage-ruled island of Nimbral is an ideal place for them. Nimbral's illumians might populate much of the island or live in only one part, a naturally magical faction among the Nimbral Lords. The illumians could also be an offshoot of the shades of old Netheril, bearing shadow sigils instead of lights. Perhaps a brilliant Red Wizard has discovered the Ritual of Words Made Flesh, transformed herself and her apprentices to increase her own power, then fled Thay before her rivals discovered her advantage; they now hold their cabal in a secret place in Murghôm or the Hordelands. A Halruaan could have discovered the Ritual and was banished for using it on others without permission of the Council of Elders, and now he and his followers are scattered across southern Faerûn searching for a place to call their own. Most illumians in Faerûn worship Azuth, Deneir, or Mystra, though given their obsession with mastering situations some choose to follow the Red Knight.

Raptorans

These winged humanoids favor the same sort of terrain as aarakocras. In a Forgotten Realms campaign, perhaps the aarakocras made a pact with Akadi, transforming themselves into raptorans and gaining increased fertility (similar to Moradin's Thunder Blessing) in exchange for service to the Lady of the Winds. In this situation, the raptorans would control one or more of the three current aarakocra aeries (the Storm Horns in Cormyr, the Cloven Mountains on the Vilhon Reach, and the Mistcliffs in Chult). Alternately, Akadi could have transported a raptoran flock from another plane to Faerûn, calling on them to obey their pact with the air elementals to help her combat the forces of Grumbar; these raptorans might live in the Wyrmbones (mountains southwest of Shar) due to this range's proximity to the Mound of the First Shrine, an Akadian holy site in the ruins of Blaskaltar. Finally, if the aarakocras hail from Maztica, perhaps the raptorans do, too, and a contingent of them have arrived in western Faerûn (either in ships or a long albatrosslike flight across the Trackless Sea) to continue an old feud with or pay a debt to the other birdfolk. These raptorans might worship Akadi or Eha, the Maztican god of air.

Valorous Racial Archetypes

While many of the nonhuman PC races tend toward a good alignment, there is a difference between playing a good character and playing a valorous character. Here are examples of valorous archetypes of each race in the *Forgotten Realms Campaign Setting* as well as goliaths, illumians, and raptorans if you're using them in Faerûn.

The Valorous Dwarf: Mountain dwarves and hill dwarves tend toward good alignments, and valorous dwarves are the ones dwarf bards sing about for generations. Valorous dwarves are the greatest champions of their communities, single-handedly hunting down the fleeing members of enemy raiding parties if necessary. Given the relative security of the Great Rift compared to the many declining shield dwarf communities (only reversed in this past generation by the Thunder Blessing), gold dwarves are less likely to become valorous heroes than shield dwarves, perhaps because there is less of a need for them. Valorous duergar are exceedingly rare; the dreary life of most duergar quickly extinguishes the spark of nobility and self-sacrifice among the gray dwarves, and those who resist enough to remain good in their hearts often barely have the strength to escape, let alone champion any valorous cause.

From top down: the valorous raptoran, goliath, and illumian

The Valorous Elf: Each of the many races of elves achieves valor in its own way. Sun elves are most often the exalted heroes of the elf race, clearing the path to Evermeet, holding the line so that others make it safely to the Elven Court, and obliterating any evil that threatens the elves that remain in Faerûn. The moon elves are usually the protectors of the things elves love in the world—things that convinced them to ignore the Retreat. Valorous moon elves are the most accepting of other races, forging friendships with valorous humans and dwarves, uniting against evils that would harm indiscriminately. Wild elves, wood elves, and aquatic elves are generally too reclusive to take up the mantle of great valor, content to live in their hidden communities safe from most large-scale danger. Like gray dwarves, few drow have the potential to become valorous and even fewer ever meet that potential, though some would say that Drizzt Do'Urden is an example of a valorous dark elf.

The Valorous Gnome: Gnomes are much like dwarves in that their most valorous heroes often never appear on the surface world, so intent are they on smashing the enemies of the Forgotten Folk. Rock gnomes are more likely to be valorous heroes than other gnomes, since svirfneblin and forest gnomes generally tend not to be risk-takers willing to make heroic sacrifices.

Illustration by Wayne Reynolds

The Valorous Goliath: The goliaths tend toward good overall, and their competitive and daring nature means that many good goliaths aspire to valorous heroics. Ironically, goliaths are so competitive that if one member of a tribe becomes a valorous hero, others in the tribe often try to outdo their rival's great deeds, leading folk living nearby to assume that all goliaths are overly brave paragons of good.

The Valorous Half-Elf: Because most half-elves are descended from moon elves, it is not surprising that most valorous half-elves blend the tendencies of valorous humans and moon elves, taking their valor to an extreme and watching over places that call to the elven heart. Good half-drow, like good half-orcs, often throw themselves zealously into valorous quests, as if to prove that they are individuals and not slaves to the evil tendencies of their nonhuman ancestors.

The Valorous Halfling: Because most strongheart halflings live in Luiren, many assume they're homebodies, but the strongheart have a strong warrior tradition, and many valorous strongheart halflings have distinguished themselves in various battles defending their homeland from horrible monsters. Lightfoot halflings often have extended families stretching across multiple frontiers, and as such they're more likely to hear about evil and injustice and take action to defend their loved ones against desperate odds. Ghostwise halflings are the least likely to become valorous heroes because their nature and culture doesn't reward attracting attention, though those who answer the call tend to become great liberators of oppressed people—halfling or otherwise.

The Valorous Half-Orc: Half-orcs are viewed with scorn and derision in most of Faerûn, and half-orc heroes are uncommon. Valorous half-orcs are not unheard of, however, and a significant number of truly good half-orcs are valorous, either to prove they are not crude orc-spawn or to atone for evils caused by their orc (or human) ancestors. Thesk's population of settled Zhentarim orcs has mixed well with the locals, and their community is the home of at least one valorous half-orc.

The Valorous Human: Some would argue that humans have the greatest potential of all the races of Faerûn—the greatest good and the greatest evil. Proponents of humanity point to Cormyr, Waterdeep, and Mulhorand as examples of the accomplishments of human civilization; those critical of humanity point to Netheril, Thay, and Zhentil Keep as humanity corrupted by power. Seemingly ignorant of the debates, humanity continues to spit out valorous heroes all over the world, toppling petty dictators, slaying marauding dragons, and even saving the world and ascending to godhood.

The Valorous Illumian: Valorous illumians are great strategists, planning far ahead and trying to anticipate their opponents' next moves. Because they enjoy showing their mastery over others, illumians have no difficulty accepting an enemy's surrender (an appropriate act for a valorous person). Because they constantly analyze social structures, valorous illumians are often the first to realize that something is amiss in an organization that is secretly corrupt.

The Valorous Planetouched: Aasimar, like paladins, are naturally drawn to valorous behavior, and a steady trickle of part-celestial heroes comes from Mulhorand, where that race is much more common. The genasi do not often become valorous because their self-centered tendencies and affinity for the neutral elements makes it difficult for them to take the big step and act for the greater good. Tieflings have the same problem as half-orcs and drow: They're perceived as inherently evil and have to work twice as hard just to be accepted. A few driven tieflings can become valorous heroes, though they always worry about temptation and corruption.

The Valorous Raptoran: These winged humanoids train all their offspring to the maximum of their potential, which means a surprising number of raptorans turn out to be valorous rather than just good. The main obstacle to raptorans becoming valorous is their aggressive nature in combat, which makes mercy a rarely considered option.

50 Things for Valorous Characters to Do

1. Rescue the infant heir of Cormyr from his kidnappers and find the cure for the Netherese magical affliction causing Alusair and Caladnei to waste away.
2. Lead the Great Hunt against the dragon Klauth in his lair.
3. Find and destroy the phylactery of one of Larloch's servitor liches.
4. Launch an attack on a Zhentarim stronghold.
5. Restore to life all petrified victims of Nesherrlageth, queen of medusas.
6. Guard a ship returning a hundred slaves back to their home village in Chult.
7. Stop a Cyricist plot to murder the firstborn of all good priests in Waterdeep.
8. Defend the Ten Towns of Icewind Dale against the combined forces of an orc horde and a frost giant tribe.
9. Break the alliance between the demons of Myth Drannor and the surface drow of Cormanthor.
10. Kill the blackguard who is organizing an alliance of beholder clans in northern Calimshan.
11. Destroy the *portal* a Thayan conjurer is using to send demons into Rashemen.

12 Stop a dwarf clan's attacks on nearby settlements and eliminate the phaerimms controlling them.
13 Bear news and reinforcements to Cimbar about an invasion from the Entropy-priests of Luthcheq.
14 Negotiate a peace between Zhents from Scardale and the elves who are angry about the Zhents looting old elven settlements in Cormanthor.
15 Determine the origin and weakness of a strange fog in the High Forest that turns creatures into rotting mummies bearing the symbol of the dead god Moander.
16 Interrupt the nightmare of Ulutiu, which is causing the Great Glacier to spread south at a rapid rate.
17 Capture the mysterious witch whose ice-zombies have been interfering with trade and travel in the Silver Marches.
18 Stop the epidemic of draco-lycanthropy sweeping through the Moonshaes.
19 Break the *portal* a Red Wizard is using to trade human slaves to the Malaugrym in exchange for magical secrets.
20 Banish the fiendish dire shark summoned by a priest of Umberlee to attack Luiren towns that refuse to pay homage to the Bitch Queen.
21 Destroy the fiendish black dragon raiding Cormyr and Sembia from the Vast Swamp.
22 Locate and destroy all the doppelganger minions of a mind flayer trying to take over trade in Impiltur.
23 Find the source of the assassins targeting the settled (former Zhent) orc soldiers in Thesk.
24 Secure a newly found *portal* connecting Dambrath to Skullport long enough for diplomats to settle a trade agreement.
25 Drive out a young dragon turtle with a fondness for pearls from the Lake of Steam at the behest of a ranger of Deep Sashelas.
26 Negotiate a battle of champions between two rival territories in the Border Kingdoms to prevent open war and great bloodshed.
27 Find the lost sword of the mortal hero Tchazzar, reputed to be the only thing that can destroy the fiendish gulguthydra lurking along Chessenta's coast.
28 Learn if a Bedine tribe has really discovered the Scepter of the Eternal Sun, an artifact-weapon of their merciless sun goddess At'ar, which could help break the control the shades have over Anauroch.
29 Discover the whereabouts of Khelben Arunsun and Laeral Silverhand and learn why only a handful of people in the city of Waterdeep remember them at all.
30 Find what is causing genasi to go mad in the middle of town before spontaneously exploding in elemental energy.
31 Defeat an enchanter who has created a spell to enslave minds from across Faerûn.
32 Convince a Silvanite druid to stop sending animated trees to kill overzealous loggers.
33 Find and shut down a *portal* the Red Wizards are using to send packs of ghouls into the poor parts of a major city.
34 Locate the cultists trying to resurrect Moander by stealing Finder Wyvernspur's godly essence using an ancient Netherese spell.
35 Destroy the research of a Velsharoonite wizard who has found a way for vampires to become liches.
36 Investigate the sighting of a long-dead paladin-prince of Impiltur and his demon consort.
37 Find the source of power that a priestess of Auril is using to create blizzards in southern lands.
38 Free a lammasu from whatever spell or madness is causing him to attack desert travelers.
39 Defeat the Zhentarim assassin who is gathering Stonelands tribes under his banner.
40 Disperse a pack of Malarite werewolves that have been threatening an Eldathan dryad's sacred grove.
41 Drive off the packs of kir-lanans that have been gathering on the roofs of Ilmataran monasteries and temples.
42 Identify which Red Wizard in a large enclave is creating Shadow Weave magic items.
43 Negotiate a peace between two good Dales families feuding over a scandalous love affair.
44 Bear a martyr's remains to the Monastery of the Yellow Rose where he was raised.
45 Crash the Halruaan flying ship that has been raining spells down on Tethyrian cities and destroy the phylactery of its lich captain.
46 Rescue a captured Tyrran paladin from a troll fortress before she is killed.
47 Charge into the Abyss with the followers of Kelemvor and Jergal to teach the demons a lesson for stealing souls from the afterlife.
48 Stop the Cyricist madman who is killing children in a ritual to empower his evil god.
49 Recover good-aligned magic items from a wild-magic-ravaged temple of Lathander before the Prince of Rotting Death can corrupt them for his own purposes.
50 Stop a plot by the Cult of the Dragon to forcibly create dracoliches from good dragons and unleash them to fulfill the prophecy of the Year of Rogue Dragons.

Character Options

This chapter provides scores of new character options for players to explore. DMs will also find the material in this chapter useful when building NPCs. Players should check with their DMs before using the material in this chapter; as always, the DM has the final say when it comes to deciding what's allowed and what's not allowed in his or her campaign.

Regional Backgrounds

Regions in the Forgotten Realms setting are typically associated with large geographic areas or at least some locale as large as a city. This book expands that concept by presenting "regional backgrounds" that function in conjunction with a region. These backgrounds represent character origins or upbringings and are typically tied to a particular area, organization, or belief, such as a monastery, temple, druid circle, Harper safe house, or bardic college. Some of these backgrounds are specific to one region, while others have multiple sites separated by miles and country borders. For example, the Orphan of the Yellow Rose regional background is one small place in a Damaran mountain range, while the Ward of the Triad regional background consists of a dozen small pockets across several countries that favor Ilmater, Torm, and Tyr. All of the regional backgrounds described in this book are tied to good in some way.

A character who chooses a regional background uses it in place of a region for determining his automatic languages, bonus languages, favored deities, regional feats, and bonus equipment. Effectively, the background replaces the character's region for all of these listings. However, for the purpose of meeting any other prerequisites (other than regional feats), use the character's actual region rather than his regional background. For example, a character who chooses the Dalelands as his region and Bastard of Azoun as his regional background qualifies for prestige classes and the like using the Dalelands region. Also, you can't purchase skill ranks in Knowledge (local) for a regional background. Use only actual regions for this purpose.

A regional background is chosen during character creation at the same time that the player chooses a region. The regional background chosen must have the character's region listed as an option. For example, the Holy Realm regional background has Dragon Coast or Turmish as associated regions, which means that only characters who choose one of those two regions can select Holy Realm as a regional background.

Some of these regional backgrounds are very general (such as celestial-attended birth), and you can use them for many different faiths or organizations. Others are specific to one region (such as Mulhorandi royal) or specific to a particular good influence (such as ward of the Triad) and therefore more focused in their interests and rewards. Feel free to use these general and specific examples to create your own new good regional backgrounds.

Bardic Tutelage

Bards are highly respected in Faerûn (mainly because of the actions of the Harpers) and bardic colleges are praised not only for the musical talents of their graduates but their traditions of magic and worldly knowledge. Wealthy folk pay to have their children taught by bards, and traveling bards sometimes sponsor enterprising young students. These people are taught the history of music and lore and their roles in shaping civilized society. Graduates of good-aligned bardic colleges see themselves

as guardians of the past and present, using historical models to right today's injustices.

Region: Any with a bardic college.

Automatic Languages: As region.

Bonus Languages: As region, plus any one (including dead languages).

Favored Deities: Corellon Larethian, Deneir, Finder Wyvernspur, Hanali Celanil, Labelas Enoreth, Lliira, Milil, Oghma.

Regional Feats: Arcane Schooling (bard), Artist, Education

Bonus Equipment: (A) masterwork instrument, chain shirt, and 50 gp; or (B) masterwork chainmail; or (C) two scrolls of *cat's grace.*

Bastard of Azoun

King Azoun IV was neither the most faithful husband nor particularly discreet in his affairs, and in the thirty-odd years of his rule he fathered quite a few royal bastards. These offspring mainly live in Cormyr and the nearby lands, but due to far-traveling diplomats and other officials, a few are scattered all over Faerûn. Most are born into families of privilege, but even those of lower status usually received some kind of stipend to avoid complaints and public embarrassment. Whether or not these children ever try to make claims based on their bloodline, they are Azoun's heirs in courage and attitude.

Region: Dalelands, Impiltur, Sembia, Silver Marches, Waterdeep, Western Heartlands.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: As region.

Regional Feats: Bullheaded, Dreadful Wrath, Fearless, Luck of Heroes.

Bonus Equipment: (A) masterwork longsword; or (B) chainmail and 25 masterwork arrows or bolts; or (C) two 2nd-level scrolls.

Celestial-Attended Birth

Some people are born to do great things, and the easiest way to recognize this is if a celestial arrives to announce or witness your birth. With dozens of good-aligned deities watching over mortal affairs and thousands of births every day, a celestial visitation at childbirth can happen once per year—often enough to be remarkable to those involved, but common enough to those aware of the supernatural to not get obsessive about their attention. Followers of the celestial's deity (and in rare cases, the actual celestial) observe the children of these blessed births and try to give them proper spiritual guidance when the time is right. Sometimes these mentors go too far in their teachings and "damage" the child's potential, but in most cases the child grows up to be a special young man or woman—special enough to be an adventurer, for example—with unusual talents.

Region: Any.

Automatic Languages: As region.

Bonus Languages: Any, plus celestial.

Favored Deities: Any good deities.

Regional Feats: Fearless, Luck of Heroes, Otherworldly.

Bonus Equipment: (A) masterwork longsword, masterwork mace, or masterwork short sword; or (B) masterwork chainmail; or (C) faith token (see page 64) of any good deity.

Child of the Unicorn

Many tales tell of the man-child raised by animals—a feral, confused creature with no language or higher thought. A fortunate few children like these are found by good monsters or good talking beasts rather than common animals, raised in nature like the wild-children but taught to speak and enriched by intelligent interaction. Called "children of the unicorn" because their nonhumanoid friends often worship the goddess Lurue, they can interact with normal humans and lead normal lives, or even live as adventurers. Heroes of this region tend to be stubborn and swift.

Region: The High Forest, The North, Silverymoon

Automatic Languages: None.

Bonus Languages: As region, plus Sylvan.

Favored Deities: Lurue.

Regional Feats: Bullheaded, Fleet of Foot, Forester, Strong Soul.

Bonus Equipment: (A) masterwork studded leather and one *+1 orc bane arrow;* or (B) *potion of easy trail*[Mag]; or (C) masterwork longsword.

Chosen-Born

The gods invest a handful of mortals with fantastic power to carry out their demands in Faerûn. Some of these Chosen have families and the godly magic inadvertently gets passed on to their offspring. These children often grow up to be great heroes in their own right. Nobody knows how numerous the Chosen-born are; some particularly long-lived Chosen (such as Alustriel) could have dozens of grandchildren, any number of which might be exceptional.

Region: Any (as appropriate for the deity).

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Bane, Cyric, Deneir, Dumathoin, Labelas Enoreth, Mielikki, Mystra, or Sehanine Moonbow.

Regional Feats: Dreadful Wrath, Luck of Heroes, Resist Poison, Strong Soul.

Bonus Equipment: (A) deity's favored weapon (masterwork); or (B) masterwork chainmail; or (C) scroll of two 2nd-level spells.

Church Acolyte

Thousands of young adults join good churches all over Faerûn every day with the hope of becoming clerics. Some find it's too hard or not to their liking, and leave after absorbing only some elements of the church's teachings. Some find other roles in the church more exciting or rewarding. More than just a choice of patron deity, these devotees of a faith identify more strongly with their church than they do with their home country.

Region: Any region with a significantly large good temple.

Automatic Languages: As region.

Bonus Languages: As region, plus Celestial.

Favored Deities: Any good deity.

Regional Feats: Bullheaded, Cosmopolitan, Education.

Bonus Equipment: (A) masterwork flail, masterwork mace, or masterwork morningstar; or (B) masterwork chainmail; or (C) six *potions of cure light wounds.*

Illustration by Jeremy Jarvis

Some great heroes were raised by animals in the wild

Circle-Born

Most of the nature deities in Faerûn accept good druids, and their druid circles revere the positive and nurturing aspects of the natural world. Children raised in these circles understand life in the wilderness and (if close enough to a larger settlement) are accustomed to civilization, often becoming liaisons between their families and the humanoid interests that want to encroach on nature.

Region: Any with a significant druid presence.

Automatic Languages: As region.

Bonus Languages: As region, plus Sylvan.

Favored Deities: Any nature deity.

Regional Feats: Bullheaded, Forester, Survivor.

Bonus Equipment: (A) masterwork druid weapon; or (B) masterwork heavy darkwood shield; or (C) masterwork leather armor and *wand of delay poison*[Mag] (9 charges).

Enlightened Student

Just as there are bardic colleges run by good and valorous folk, there are schools and universities concerned with educating students about right and wrong in addition to who did what and when. Some of these institutes of learning are wizard colleges, but many are just places where gifted students go to learn and rich people send their children to get them out of the house. Many graduates go on to become leaders in their home communities or adventurers that help bridge the gap between warring races.

Region: Calimshan, Cormyr, Evermeet, Impiltur, Mulhorand, Sembia, Silver Marches, Waterdeep.

Automatic Languages: As region.

Bonus Languages: As region plus any one (including dead languages).

Favored Deities: As region, plus Oghma (non-Mulhorandi human lands only).

Regional Feats: Education, Magical Training (wizard), Thug.

Bonus Equipment: (A) masterwork rapier; or (B) *potion of fox's cunning* or *potion of owl's wisdom;* or (C) scroll of *comprehend languages, identify,* and *locate object.*

Harper Protégé

The Harpers have agents all over Faerûn, and whether one parent or both is a Harper, some of that group's attitude is bound to rub off on a child. Some of these protégés eventually join the Harpers, but many of them become adventurers with material interests in mind or just a wanderlust born of the incredible bedtime stories their mother or father told them in their younger years. Sometimes a Harper goes deep undercover in enemy territory, raising a family there to preserve their cover identity, and when the child learns their parent isn't who they say they are it can be quite a shock.

Region: Any.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: As region, plus Deneir, Eldath, Lliira, Mielikki, Milil, Mystra, Oghma, Selûne, Tymora, and the elven pantheon.

Regional Feats: Arcane Schooling, Artist, Luck of Heroes, Street Smart.

Bonus Equipment: (A) chain shirt, masterwork musical instrument, and antitoxin; or (B) masterwork short sword; or (C) Harper token (see page 66).

Holy Realm

The Fellowship of the Purple Staff is trying to build a religious country north of Turmish. Those coming of age there usually follow one of the deities favored by that group, and while most

of them aren't members of the founding organization, they have taken the Fellowship's teachings to heart.

Region: Dragon Coast or Turmish.

Automatic Languages: As region.

Bonus Languages: As region, plus Celestial, Sylvan.

Favored Deities: Chauntea, Helm, Lathander, Nobanion, Selûne, Sune.

Regional Feats: Forester, Militia, Treetopper.

Bonus Equipment: (A) masterwork chain shirt and *potion of cure light wounds;* or (B) scroll of *lionheart* (see page 56) and *one with the land*[Mag]; or (C) two *+1 lycanthrope bane arrows.*

Knight Squire

Dozens of good knighthoods keep watch over parts of Faerûn. Many parents see knighthood as a way for their child to gain status, either as a way to escape a lifetime of farm work or as a way to prove service to the nobility. Though few of these children grow up to be knights, they gain rare opportunities, spending time with majestic horses and heroes.

Region: Any region where martial knighthoods support the local government.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Helm, Ilmater, Kelemvor, Lathander, Red Knight, Siamorphe, Tempus, Torm, Tyr

Regional Feats: Dauntless, Fearless, Militia, Saddleback.

Bonus Equipment: (A) masterwork bastard sword, masterwork battleaxe, or masterwork longsword; or (B) chainmail and light warhorse or warpony; or (C) *potion of cure moderate wounds.*

Martyr's Progeny

When Torm battled Bane during the Time of Troubles, he absorbed the souls of many of his worshipers to fight the more powerful deity. When he was restored to life after the Godswar those worshipers remained dead and his temples adopted the orphans of the battle. Some were too young to remember their parents and embraced the church with great vigor, some resent Torm for causing the death of their parents and only grudgingly accepted their tutelage long enough to figure out where they want to go in the world.

Region: The Vast.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Torm

Regional Feats: Bullheaded, Militia, Thug.

Bonus Equipment: (A) masterwork greatsword; or (B) masterwork banded mail and heavy steel shield; or (C) scroll of *silver dragonmail* (see page 57).

Monastery Orphan

In many cultures, unwanted infants (whether from too many mouths to feed at home, a love affair while a husband is away at war, a changeling or planetouched birth, or stranger reasons) are exposed to the elements after birth, but sometimes these babes are left on the doorstep of a local monastery, where they grow up among ascetics, philosophers, and those studying the perfection of the self. This regional background is appropriate for characters raised in good-aligned monasteries, particularly those associated with good deities. Some of these individuals become monks themselves, though many turn to other careers.

Region: Amn, Calimshan, Damara, Mulhorand, Lake of Steam, Luiren, or Silverymoon, as appropriate.

Automatic Languages: As region.

Bonus Languages: As region, plus Celestial.

Favored Deities: The good deity of the monastery (usually Deneir, Ilmater, Kossuth, Lathander, Selûne, Sune, or the halfling pantheon, as appropriate).

Regional Feats: Blooded, Bloodline of Fire, Discipline, Fleet of Foot.

Bonus Equipment: (A) masterwork monk weapon; or (B) masterwork instrument and heavy horse; or (C) *potion of cat's grace.*

Mulhorandi Royal

The royal families of Mulhorand are closely related descendants of the physical incarnations of the Mulhorandi gods; for centuries they ruled Mulhorand, and even the least of them had the equivalent of the celestial template. Though their celestial nature is diminished in the wake of the Godswar, the royals of this ancient land still hold incredible power and influence. Their ways seem strange to many in Faerûn, but most of the Mulhorandi deities are good, and so are their royal mortal offspring. Raised in the pinnacle of their society, they are well schooled, careful with their words . . . and sometimes a little inhuman.

Region: Mulhorand.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Mulhorandi pantheon, Red Knight.

Regional Feats: Education, Otherworldly, TheocratROF.

Bonus Equipment: (A) masterwork falchion, masterwork flail, or masterwork khopesh; or (B) two 2nd-level spell scrolls; or (C) 300 gp.

Orphan of the Yellow Rose

The Disciples of St. Sollars have a monastery in a remote mountain area of Damara. These monks of Ilmater thrive in their

harsh environment and have a friendly, supportive relationship with nearby settlements. Though few children are left at their gates (it's a hard climb up a mountain pass to get to the Monastery of the Yellow Rose), every few years the monks take in a youngster and do their best to train him or her to live as a good person in a harsh world.

Region: Damara, Vaasa.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Ilmater.

Regional Feats: Artist, Surefooted, Survivor, Tireless.

Bonus Equipment: (A) climber's kit, healer's kit, and chainmail; or (B) masterwork mace; or (C) *faith token* of Ilmater (see page 64).

secret moondancer

Countless drow live in the Underdark under the thumb of the Spider Queen, but a small number of them know there is another goddess who will answer their prayers, a benign goddess who loves them—Eilistraee, the Moon Maiden. Usually these drow live in evil communities and must keep their heretical worship secret, but out of earshot and within the privacy of their own homes they teach their children about the good goddess who dances in the moonlight. If they're lucky, these drow eventually flee to a safer place, either living in small surface communities or in bastions of Eilistraee's strength such as the Promenade near Skullport.

Region: Cormanthor Drow, Menzobarranzan.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Eilistraee.

Regional Feats: Cosmopolitan, Daylight Adaptation, Fleet of Foot.

Bonus Equipment: (A) masterwork longsword or masterwork greatsword; or (B) masterwork chain shirt; or (C) *faith token* of Eilistraee (see page 64).

selûnite foundling

Gentle Selûne is known for her kindness and compassion, and the people of Faerûn know her priests reflect those traits. As a moon goddess, she looks after women in need, and her church takes in unwanted infants and young orphans. While most of these little ones are perfectly normal, some of them do look odd (tieflings, changelings, and strange hybrids have been left at Selûne's temples), but in the Moonmaiden's temple even the strangest children are treated normally. Foundlings of Selûne's temples tend to be creative, lucky, and on the alert for evil lycanthropes.

Region: Aglarond, Amn, Cormyr, Impiltur, the North.

Automatic Languages: As region.

Bonus Languages: As region.

Favored Deities: Selûne.

Regional Feats: Artist, Foe Hunter (lycanthropes), Luck of Heroes.

Bonus Equipment: (A) masterwork mace; or (B) masterwork chain shirt; or (C) one *moon mote*[Mag] and one application of *oil of bless weapon.*

Illustration by Francis Tsai

A secret moondancer serves the will of Eilistraee

ward of the triad

The churches of Ilmater, Torm, and Tyr have more than their fair share of foundlings left at the temple door. Poor peasants with nothing to lose leave their children with the priests, hoping that their offspring can find happiness and escape from lives of drudgery in the teachings of the Triad. Raised among priests and even paladins, these youths have a strong sense of purpose and resolve in the face of danger.

Region: Calimshan, Cormyr, Dalelands, Damara, Impiltur, Sembia, Tethyr, the Vast, the Vilhon Reach.

Automatic Languages: As region.

Bonus Languages: As region, plus Celestial.

Favored Deities: Ilmater, Torm, Tyr.

Regional Feats: Discipline, Fearless, Militia.

Bonus Equipment: (A) masterwork greatsword or masterwork longsword; or (B) masterwork chainmail; or (C) six *potions of cure light wounds.*

Feats

The feats in this section invent or reinforce special abilities suitable for heroic characters based on their religious affiliation, knightly order, or racial circumstances.

Table 2–1: Feats

General Feats	Prerequisite	Benefit
Broken One's Sacrifice	Wis 13, member of the Broken Ones monk order	You choose to suffer damage or ill effect intended for ally
Carmendine Monk	Int 13, member of the Zealots of the Written Word monk order	Use your Int bonus instead of Wis bonus for monk abilities; treat your monk level as one higher for a selected monk ability
Detect Shadow Weave User	Knowledge (arcana) 5 ranks, Spellcraft 5 ranks	You can tell whether a spell comes from the Weave or the Shadow Weave
Druuth Slayer	Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks	+1 bonus on Will saves; recognize shapechanged doppelgangers; new save against mind flayer's *mind blast* each round
From Smite to Song	Perform (any) 3 ranks, member of the Harmonious Order	Spend one smite evil attempt to inspire courage; add Perform to list of class skills
Overcome Shadow Weave	Will +3, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, spellcaster who uses the Weave	+5 bonus on caster level checks to detect, counterspell, and dispel Shadow Weave effects; +1 competence bonus on Will saves against Shadow Weave effects
Silver Blood	Base Fortitude save +2	Immune to lycanthropy; any lycanthrope that bites you must make a Fortitude save or take damage
Silver Fang	Base Fortitude save +4, member or ally of the Fangshields	Your natural attacks and unarmed strikes count as silver weapons for the purpose of overcoming DR
Smiting Power	Power Attack, ability to smite	Add smite bonuses to bull rush or overrun
Sword of the Arcane Order	Paladin 4th of Azuth or Mystra or ranger 4th of Mystra, Int 13, member of the Knights of the Mystic Fire, order of the Shooting Star, or Swords of the High One	Use paladin or ranger spell slots to prepare wizard spells that you know; add paladin and ranger class levels to your wizard level to determine your wizard caster level
Sun Soul Monk	Monk 4th, member of the Sun Soul order	See feat description

Divine Feat	Prerequisite	Benefit
Mark of the Triad	Initiate of Ilmater, Initiate of Torm, or Initiate of Tyr	Spend turn undead attempt to imbue a greatsword, longsword, or unarmed strike with axiomatic or holy ability for 1 round

Exalted Feats	Prerequisite	Benefit
Defender of the Homeland	Wis 13, any good alignment	+1 sacred bonus to AC and immunity to fear while in your homeland
Knight of the Red Falcon	Cleric, fighter, or paladin 4th, member of the Order of the Red Falcon	+1 morale bonus to AC when adjacent to multiple enemies
Knight of the Risen Scepter	Paladin or ranger 8th, patron deity Osiris	+3 sacred bonus on saves against death, energy drain, or or ability drain; resurrected if slain by a follower of Set

Exalted Feats

Exalted feats are only available to intelligent characters of good alignment and the highest moral standards, and only as a gift from powerful agents of good—deities, celestials, or similar creatures. Unlike most feats, exalted feats are supernatural in nature. A character must have the DM's permission to take an exalted feat. In many cases, a ritual must be performed; often this simply amounts to a character swearing a sacred vow, for

example, in the presence of a celestial being. A character who willingly and willfully commits an evil act loses all benefits from all his exalted feats. He regains these benefits if he atones for his violations.

Aura of Good: A character with at least one exalted feat radiates an aura of good with a power equal to his character level (see the *detect good* spell) as if he were a paladin or cleric of a good deity.

Initiate Feats

Initiate feats are available only to clerics of a specific deity, and typically require a minimum cleric (or other divine spellcaster) level as well. In addition to a general benefit, an initiate feat adds specific spells to the cleric's spell list. Some feats also allow the addition of these spells to the spell lists of other classes. If you have more than one class that qualifies for this addition, you must choose only one spell list to which they will be added. No

Table 2–1: Feats (continued)

Exalted Feats	Prerequisite	Benefit
Knight of Tyr's Holy Judgment	Int 13, member of the Knights of Holy Judgment	Add your paladin level to Intelligence or Knowledge checks regarding laws; sense presence of devils using *detect evil;* +1 sacred bonus to AC against devils
Knight of Tyr's Merciful Sword	Wis 13, member of the Knights of the Merciful Sword	Sense greatest evil within 1 mile or 10 miles; +1 sacred bonus to AC against demons
Paladin of the Noble Heart	Knowledge (religion) 4 ranks, member of the Companions of the Noble Heart	Smite evil once/day against follower of Loviatar or item of her church
Initiate Feats	**Prerequisite**	**Benefit**
Initiate of Anhur	Cleric or ranger 5th, patron deity Anhur	No penalty on Listen checks when distracted or asleep; make attacks of opportunity when flat-footed; add spells to spell list
Initiate of Arvoreen	Halfling, cleric or paladin 4th, patron deity Arvoreen	Hide and Move Silently are class skills; add spells to spell list
Initiate of Baravar Cloakshadow	Gnome, cleric or paladin 4th, patron deity Baravar Cloakshadow	Spend a turn/rebuke attempt to recognize all illusions within 60 ft.; add spells to spell list
Initiate of Eilistraee	Drow or half-drow, cleric or ranger 4th, patron deity Eilistraee	Replace one spell-like ability with *magic missile* 1/day; add spells to spell list
Initiate of the Holy Realm	Cleric, paladin, or ranger 3rd of Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune	+1 sacred bonus on saves within the Holy Realm or while on a quest to help the Holy Realm; add spells to spell list
Initiate of Horus-Re	Cleric, paladin, or ranger 4th, patron deity Horus-Re	Assume hawk form for 1 hour 1/day; add spells to spell list
Initiate of Milil	Cleric or paladin 4th, Perform (any) 3 ranks, patron deity Milil	Your bard, cleric, and paladin levels determine which bardic music abilities you can use; spend turn undead attempt to activate bardic music; add spells to spell list
Initiate of Nobanion	Cleric or paladin 4th, patron deity Nobanion	Use wild empathy on felines or part-felines; smite evil 1/day against follower of Malar; add spells to spell list
Initiate of Tymora	Cleric or ranger 4th, patron deity Tymora	+5 luck bonus on attack roll, saving throw, skill check, or ability check 1/day; add spells to spell list
Psionic Feats	**Prerequisite**	**Benefit**
Duerran Metaform Training	Gray dwarf	Spend 5 power points to activate your *enlarge person* spell-like ability
Duerran Stealth Training	Gray dwarf	Spend 7 power points to activate your *invisibility* spell-like ability

character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

Psionic Feats

Psionic feats are available only to creatures able to manifest psionic powers; in other words, they either have a psionic power point reserve or have psi-like (rather than spell-like) abilities. Psionic feats are supernatural abilities. They function normally in areas of wild magic or dead magic but do not function where psionics is suppressed.

Broken One's Sacrifice

Your dedication to Ilmater's philosophy has given you the power to take attacks directed at others.

Prerequisites: Wis 13, member of the Broken Ones monk order.

Benefit: As an immediate action, you can intervene on behalf of an adjacent ally (of your size or smaller) who is under attack. When you activate this feat, you and the ally switch spaces. If there is not enough space for this to occur, you can't activate the feat. Then, you suffer the harmful effect as if you were the intended target; the ally is unaffected by it. In addition to the obvious harmful effect this has upon you, this action is a drain on your personal energy. Once the effect of the intervention is resolved, you become fatigued. You cannot use this feat if you are exhausted or if you are immune to fatigue.

You can choose to activate this feat after the success or failure of the harmful effect is determined, but you must activate it before the extent of the effect is determined and/or applied to the ally.

Example: If an adjacent ally is attacked, you could wait until after the attack roll (and confirmation roll, if the attack is a critical threat) is made to activate the feat, but you would have to activate it before damage is rolled. If the adjacent creature also benefits from a miss chance, you could wait until after that roll was made to activate the feat.

Example: If an adjacent creature is within the area of a *lightning bolt* spell, you could wait until the creature rolls its saving throw (and checks its spell resistance, if any), but you would have to activate the feat before the spell's damage is rolled. If an adjacent creature is targeted by an attack that deals a fixed amount of damage, such as a maximized *magic missile* spell, you would choose to activate this feat after the spell hit the target, but before damage was applied.

By activating this feat, you give up any opportunity to avoid the harmful effect normally allowed by a saving throw, spell resistance, AC, or concealment. If the effect allows a saving throw or spell resistance, you automatically fail the save or spell resistance check. If the effect requires an attack roll, it automatically hits you (and if it scored a critical hit, it automatically scores a critical hit on you), even if you would normally benefit from a miss chance against the attack. Any immunities or resistances you have apply normally; for example, if you are immune to critical hits, an attacker can't score a critical hit on you just because he scored one on the ally.

If you can't physically interact with or manipulate objects (for instance, if you are incorporeal or in gaseous form, or if either you or the ally, but not both of you, are ethereal), you can't switch places with the ally and thus can't activate this feat. It should go without saying, but if you are incapable of taking an action (dazed, paralyzed, stunned, unconscious, and so on), you can't use this feat.

Cormendine Monk

You have learned that study is just as important as insight to finding enlightenment.

Prerequisites: Int 13, member of Zealots of the Written Word monk order (see page 105).

Benefit: You can use your Intelligence bonus instead of your Wisdom bonus for determining your monk AC bonus and for determining the save DC against your stunning fist and quivering palm attacks.

You can study your thesis notes for 1 hour to treat your monk level as two higher for determining one of the following monk abilities: unarmed damage, AC bonus, or unarmored speed bonus. This benefit lasts for 24 hours, at which point you can study your notes again to gain the same or a different effect. You can't study your notes more than once in any 24-hour period.

Defender of the Homeland [Exalted]

You have sworn a sacred oath to protect your country from evil.

Prerequisites: Wis 13, any good alignment.

Benefit: When fighting in your home region, you gain a +1 sacred bonus to Armor Class and immunity to fear effects.

Detect Shadow Weave User

You can determine if a magic item or spellcaster is using the Weave or the Shadow Weave.

Prerequisites: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: Whenever you observe spellcasting or a magical effect you can make a Spellcraft check (DC 15 + spell level) as an immediate action to determine if the effect comes from the Weave or the Shadow Weave. When using *detect magic,* you automatically identify the Weave or Shadow Weave origin of any aura you detect.

Druuth Slayer

You have studied the lore of the druuth (a cabal of doppelgangers led by a mind flayer) and know how to recognize and resist their powers.

Prerequisites: Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks.

Benefit: This feat grants three benefits. First, you get a +1 bonus on Will saving throws. Second, you gain a +10 insight bonus on Spot checks made to recognize a doppelganger using its change shape ability. Third, if affected by a mind flayer's *mind blast,* you get a new saving throw every round at the end of your turn to end the stun effect.

Duerran Metaform Training [psionic]

Your studies have shown you the way to link your psionics and your *enlarge person* spell-like ability.

Prerequisite: Gray dwarf.

Benefit: You can expend 5 power points to activate your *enlarge person* spell-like ability. Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

Note: This psionic technique was created by the gray dwarf worshipers of Deep Duerra, but other duergar (including exiles) have developed it independently.

Duerran Stealth Training [psionic]

Your studies have shown you the way to link your psionics and your *invisibility* spell-like ability.

Prerequisite: Gray dwarf.

Benefit: You can expend 5 power points to activate your *invisibility* spell-like ability. Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

Note: This psionic technique was created by the gray dwarf worshipers of Deep Duerra, but other duergar (including exiles) have developed it independently.

From Smite to Song

You can channel your destructive holy energy into powerful song magic for the glory of Milil.

Prerequisites: Perform (any) 3 ranks, member of the Harmonious Order (see page 101).

Benefit: You can spend a smite evil attempt to duplicate the effects of the inspire courage bardic music ability (see page 29 of the *Player's Handbook*). Your effective bard level (for the purpose of determining the value of the bonuses granted) is equal to your paladin level.

Add Perform to your list of paladin class skills.

Illustration by Warren Mahy

A half-orc ranger hunts mind flayers with the aid of his Druuth Slayer feat

Initiate of Anhur [Initiate]

You have been initiated into the greatest secrets of Anhur's church.

Prerequisites: Cleric or ranger 5th, patron deity Anhur.

Benefit: You take no penalty on Listen checks for being distracted or asleep. You can make attacks of opportunity when you are flat-footed as though you had the Combat Reflexes feat. You do not gain extra attacks of opportunity in a round from this ability.

In addition, you add the following spells to your cleric or ranger spell list.

1st—*bless weapon.*

2nd—*spiritual weapon* (ranger only), *thunderstroke* (see page 59).

Normal: A distracted or sleeping character makes Listen checks with a –5 or –10 penalty, respectively.

Initiate of Arvoreen [Initiate]

You have been initiated into the greatest secrets of Arvoreen's church.

Prerequisites: Halfling, cleric or paladin 4th, patron deity Arvoreen.

Benefit: Add Hide and Move Silently to your list of cleric or paladin class skills.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*enlarge person, low-light vision*[Mag], *message.*

3rd—*blade thirst*[Mag], *safe clearing*[Mag].

Initiate of Baravar Cloakshadow [Initiate]

You have been initiated into the greatest secrets of Baravar Cloakshadow's church.

Prerequisites: Gnome, cleric or paladin 4th, patron deity Baravar Cloakshadow.

Benefit: You can spend a turn/rebuke attempt as a standard action to recognize all visible illusion effects within 60 feet of you. If the illusion has a save entry that includes "disbelief" (such as *silent image*), you are immediately awarded an automatically successful save against that illusion. Illusions that have no visible effect (such as *invisibility*) are not revealed by this action.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*camouflage*[Mag].

2nd—*invisibility, swift invisibility* (see page 56).

3rd—*displacement.*

4th—*dimension door.*

Initiate of Eilistraee [Initiate]

You have been initiated into the greatest secrets of Eilistraee's church.

Prerequisites: Drow or half-drow, cleric or ranger 4th, patron deity Eilistraee.

Benefit: Once per day, you can spend one of the daily uses of your racial spell-like abilities (*dancing lights, darkness,* or *faerie fire*) to produce a *magic missile* effect (caster level equals class level).

In addition, you add the following spells to your cleric or ranger spell list.

1st—*Eilistraee's moonfire* (see page 55).

3rd—*lesser spellsong* (see page 58)†.

6th (cleric only)—*spellsong* (see page 58).

Initiate of the Holy Realm [Initiate]

You have been initiated into the greatest secrets of one of the faiths of the Holy Realm (Chauntea, Helm, Lathander, Selûne, or Sune).

Prerequisites: Cleric, paladin, or ranger 3rd of Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune.

Benefit: You get a +1 sacred bonus on all saving throws while within the Holy Realm or on a quest specifically dedicated to supporting the Holy Realm.

In addition, you add the following spells to your cleric, paladin, or ranger spell list.

1st—*alarm, handfire*[PG], *horrible taste* (see page 56), *rose-mantle*[PG].

2nd—*lionheart* (see page 56), *love bite* (see page 56), *warning*[PG].

Initiate of Horus-Re [Initiate]

You have been initiated into the greatest secrets of Horus-Re's church.

Prerequisites: Cleric, paladin, or ranger 4th, patron deity Horus-Re.

Benefit: Once per day, you can use wild shape (as the druid ability) to take the shape of a hawk for 1 hour. This is a supernatural ability.

In addition, you add the following spells to your cleric, paladin, or ranger spell list.

1st—*command* (paladin and ranger only), *disk of solar vengeance* (see page 54), *herald's call*[Mag].

2nd—*stormvoice* (see page 59).

3rd—*righteous fury*[Mag] (cleric only), *searing light* (paladin and ranger only).

Illustration by Jason Engle

A cleric with the Initiate of Tymora feat needs some good luck to overcome her undead foe

Initiate of Milil [Initiate]

You have been initiated into the greatest secrets of Milil's church.

Prerequisites: Cleric or paladin 4th, Perform (any) 3 ranks, patron deity Milil.

Benefit: Your bard, cleric, and paladin levels stack for the purpose of determining which kinds of bardic music you can use (but not any other effect related to bardic music). You must still meet the Perform skill rank requirement to use various kinds of bardic music.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*harmony*[Mag].

2nd—*dispel silence* (see page 54).

3rd—*reveille*[Mag].

Initiate of Nobanion [Initiate]

You have been initiated into the greatest secrets of Nobanion's church.

Prerequisites: Cleric or paladin 4th, patron deity Nobanion.

Benefit: You gain wild empathy (as the druid class feature), usable only on feline and part-feline animals or magical beasts (such as chimeras, dire lions, dire tigers, dragonnes, and manticores); your effective druid level for the purpose of making such checks is equal to the sum of your druid, ranger, cleric, and paladin class levels.

You also gain the smite power, the supernatural ability to make a single melee attack once per day with a +4 bonus on the attack roll and a bonus on damage equal to the sum of your cleric, druid, ranger, and paladin levels. These bonuses only apply if the attack is made against a follower of Malar or an item of his church; if you accidentally smite a creature or object that doesn't meet this requirement, the smite has no effect but is still used. You must declare the smite attempt before making the attack.

In addition, you add the following spells to your cleric or paladin spell list.

2nd—*lionheart* (see page 56).

3rd—*summon nature's ally II* (lion only).

4th—*shout*.

Initiate of Torm [Initiate]

You have been initiated into the greatest secrets of Torm's church.

Prerequisites: Cleric or paladin 4th, patron deity Torm.

Benefit: You gain the smite power, the supernatural ability to make a single melee attack once per day with a +4 bonus on the attack roll and a bonus on damage equal to the sum of your cleric, druid, ranger, and paladin levels. These bonuses only apply if the attack is made against a follower of Bane or Cyric

(including former incarnations or variants of those deities, such as Bhaal, Myrkul, or Xvim); if you accidentally smite a creature that doesn't meet this requirement the smite has no effect but is still used. You must declare the smite attempt before making the attack.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*bless weapon* (cleric only), *command* (paladin only).

4th—*hand of Torm*[Mag] *.

*This spell (and others) appeared in *Magic of Faerûn* with a deity designator, but there was no rule prohibiting its use by other clerics. If you use initiate feats in your game, you should not allow clerics without the appropriate initiate feat to cast those spells. Thus, only characters with the Initiate of Torm feat should be able to cast the *hand of Torm* spell, even though Magic of Faerûn put it on the cleric and paladin spell lists.

Initiate of Tymora [Initiate]

You have been initiated into the greatest secrets of Tymora's church.

Prerequisites: Cleric or ranger 4th, patron deity Tymora.

Benefit: Once per day, you can add a +5 luck bonus on any attack roll, saving throw, skill check, or ability check you have just made before the DM declares whether the roll results in success or failure. If you have the Luck domain and you use that domain's power to reroll this attack, save, or check, the luck bonus applies to the reroll as well.

In addition, you add the following spells to your cleric or ranger spell list.

1st—*fleeting fortune* (see page 55).

2nd—*favor of Tymora* (see page 55).

Knight of the Red Falcon [Exalted]

Your military order has a legendary ability to survive against overwhelming odds.

Prerequisites: Cleric, fighter, or paladin 4th, member of the Order of the Red Falcon (see page 103).

Benefit: You gain a +1 morale bonus to Armor Class when you are adjacent to more than one enemy. (Helpless enemies don't count toward this benefit.)

Knight of the Risen Scepter [Exalted]

Your military order is dedicated to fighting Set and his minions, and even death cannot stop you from this task.

Prerequisites: Paladin or ranger 8th, patron deity Osiris.

Benefit: You get a +4 sacred bonus on saving throws against death effects, energy drain, and ability drain.

If you are slain by a follower of Set, you come back to life 1 hour later as though *resurrection* had been cast upon you. Instead of losing a level due to this effect, you gain one negative level.

If a follower of Osiris brings you back to life with *raise dead, resurrection,* or a similar effect that would normally cause you to lose a level, you gain one negative level rather than losing a level.

You can gain the negative level bestowed by this feat even if you are normally immune to negative levels. A negative level bestowed by this feat can't be removed by any normal means (such as *restoration*), nor does it ever become an actual lost level. Instead, the negative level remains until you next gain a class level, or until you kill or destroy the follower of Set who killed you, at which point it disappears. While you have a negative level bestowed by this feat, you lose all benefits of this feat except the sacred bonus on saving throws.

Knight of Tyr's Holy Judgment [Exalted]

You can draw upon the power of Tyr to sense and understand the law and to locate devils.

Prerequisites: Int 13, member of the Knights of Holy Judgment (see page 102).

Benefit: You gain a supernatural ability to sense and understand laws. Add your paladin level to any Knowledge or Intelligence check made regarding laws. You can use this ability even if you are unfamiliar with the local laws or don't even know where you are. For example, if you use this ability upon approaching the city of Luthcheq in Chessenta, a Knowledge (arcana) or Knowledge (local Chessenta) check reveals to you that arcane magic is forbidden there. If you later end up in a strange land by way of a *portal,* and a Knowledge (religion) check reveals that Loviatar is the official religion where you are, you realize you are in (for instance) Dambrath. You can use this ability to find loopholes in the law, such as learning that the local temple's ability to offer a wanted criminal sanctuary only applies from dusk until dawn, allowing you to arrest the criminal after daybreak.

When you use your *detect evil* ability, the second round of use reveals whether or not any creatures in the area are devils, though you do not learn their exact location (but in most cases you can identify them in the third round by the strength of their aura).

You gain a +1 sacred bonus to Armor Class against devils.

Knight of Tyr's Merciful Sword [Exalted]

You can draw upon the power of Tyr to sense where you are needed.

Prerequisites: Wis 13, member of the Knights of the Merciful Sword (see page 102).

Benefit: You gain the supernatural ability to sense injustice and great evil. Once per week as a standard action, you can concentrate to sense the direction of the greatest injustice or evil within 1 mile of you (DM's determination). Alternatively, you can meditate for 8 hours to expand your range to 10 miles for that use of the feat. Murder, treason, and the presence of evil outsiders rank highest with this sense, while other crimes, injustices, and evil creatures rank lower, similar to the aura strengths listed in the *detect evil* spell.

You gain a +1 sacred bonus to Armor Class against demons.

Mark of the Triad [Divine]

You have been initiated into the greatest secrets of the Triad, the godly triumvirate of Tyr, Torm, and Ilmater.

Prerequisites: Initiate of Ilmater[PG], Initiate of Torm (see page 31), or Initiate of Tyr[PG].

Benefit: You can spend a turn undead attempt as a swift action and imbue a greatsword, longsword, or unarmed strike with either the axiomatic or holy special ability (see page 223 and 225 of the *Dungeon Master's Guide,* respectively). The effect lasts until the start of your next turn.

Overcome Shadow Weave

You understand the strengths and weaknesses of the Shadow Weave and are more resistant to its tricks.

Prerequisites: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, spellcaster who uses the Weave.

Benefit: You get a +5 bonus on caster level checks to detect, counterspell, and dispel Shadow Weave effects.

You get a +1 bonus on Will saving throws against Shadow Weave effects.

Paladin of the Noble Heart [Exalted]

You are tasked by Ilmater to eliminate cruelty from the world, particularly that of Loviatar.

Prerequisites: Knowledge (religion) 4 ranks, member of the Companions of the Noble Heart (see page 100).

Benefit: You get one extra smite evil attempt per day that can only be used on followers of Loviatar or items of her church.

You get a +1 sacred bonus on Fortitude saves against effects created by followers of Loviatar.

Silver Blood

You have magically or alchemically imbued your flesh and blood with silver, making you resistant to lycanthrope attacks.

Prerequisite: Base Fortitude save +2.

Benefit: You cannot be infected with lycanthropy. Any lycanthrope that bites you must make a Fortitude save (DC 10 + 1/2 your Hit Dice + your Con modifier) or take damage equal to your Constitution modifier (minimum 1 point). This damage is treated as silver for the purpose of overcoming a lycanthrope's damage reduction.

Special: If you are already an afflicted lycanthrope, the DCs for your Control Shape checks increase by 5 and you lose your lycanthrope damage reduction. If you are already a natural lycanthrope, you must make a DC 15 Control Shape check to change form and your lycanthrope damage reduction decreases to 5/silver.

Silver Fang

By following a ritual taught by the Fangshields, your natural attacks are suffused with the power of silver and are fully effective against lycanthropes.

Prerequisites: Base Fortitude save +4, member or ally of the Fangshields (see page 78).

Benefit: Your natural attacks and unarmed strikes count as silver weapons for the purpose of overcoming damage reduction.

Special: If you are a lycanthrope, your natural attacks no longer infect others with lycanthropy.

Smiting Power

You use your smite ability to augment other combat maneuvers.

Prerequisites: Power Attack, ability to smite.

Benefit: You can use your smite ability (whether smite evil or from some other source) when making a bull rush or overrun attempt. If your smite ability would normally grant a bonus on your attack roll against the target of your bull rush or overrun, you can add this bonus to your Strength check instead. In addition, if you win the opposed check to bull rush or overrun the target, you deal damage to the target equal to the bonus the smite would grant on a damage roll against that creature.

You must announce the smite attempt before starting the bull rush or overrun. If your smite attempt would not grant a bonus against the target of your bull rush or overrun attempt (for instance, if you used smite evil when bull rushing a non-evil creature), the attempt is wasted to no effect.

sword of the Arcane order

Members of your military order have a special connection with arcane magic.

Prerequisites: Paladin 4th of Azuth or Mystra, or ranger 4th of Mystra; member of the Knights of the Mystic Fire (see page 102), the Order of the Shooting Star (see Knights of the Mystic Fire, page 102), or the Swords of the High One (see page 104).

Benefit: You can use your paladin and ranger spell slots to prepare wizard spells. You must have a minimum Intelligence score of 10 + the spell's level to prepare it, and the save DC of the spell is equal to 10 + your Int modifier (as if you were a wizard).

These wizard spells can be taken either from your spellbook (if you have one) or from another character's spellbook (though in the latter case you must decipher the writing in the book and succeed on a Spellcraft check to prepare the spell, just as a wizard using a borrowed spellbook; see Wizard Spells and Borrowed Spellbooks, page 178 of the *Player's Handbook*, for details).

If you also have levels in wizard, your wizard caster level is treated as the sum of your wizard, paladin, and ranger class levels.

Special: Azuth has a paladin order called the Swords of the High One. Mystra has a paladin order called the Knights of the Mystic Fire and a closely allied group of rangers called the Order of the Shooting Star. Members of all three of these groups can select this feat as long as they are at least 4th level in their respective order's primary class.

sun soul monk

Your training with this monk order gives you special powers depending on which sect you follow.

Prerequisites: Monk 6th, member of the Sun Soul monk order (see page 25 of the *Forgotten Realms Campaign Setting* and page 41 of *City of Splendors: Waterdeep*).

Benefit: This feat's benefit depends on the patron deity of the monastery where you studied.

Lathander: You can channel your *ki* to turn an undead creature. Once per day you can choose to imbue a single unarmed strike with *ki;* this decision must be made before the attack roll is made. If you hit an undead creature with this attack, it is turned unless it succeeds on a Will save (DC 10 + 1/2 your HD + your Wis modifier). If the undead creature has turn resistance, it can add this as a bonus on its save. If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat. If you have the turn undead class feature, you can expend a turn undead attempt to use this feat.

Selûne: Your unarmed strikes deal an extra 1 point of cold damage and count as silvered weapons for the purpose of overcoming damage reduction. When in moonlight or starlight, treat your monk level as three levels higher for the purpose of determining your unarmored speed bonus.

Sune: Your combat style is fascinating to watch. Once per day as a standard action, you can perform a maneuver that fascinates a single creature within 30 feet that can see you (Will negates; save DC 10 + 1/2 your HD + Cha modifier). Creatures of a type different from your gain a +4 bonus on the save. This supernatural effect lasts for 1 round. If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat.

substitution Levels

Substitution levels are levels of a given class that you take to gain certain benefits instead of the level benefits associated with the standard class. Selecting a substitution level is not the same as multiclassing; you remain in the class for which the substitution level was taken. The class features of the substitution level simply replace those of the normal level. To qualify for a substitution level, you must be of the proper class. For instance, a fighter can't take a substitution level for the rogue or monk class.

This book presents a wide range of substitution levels affiliated with particular religious orders or organizations dedicated to various causes of good (and detailed in Chapter 3). To take a substitution level for an organization presented in this book, you must fulfill the following criteria.

- Membership in the organization.
- Have 1 rank in Knowledge (religion)

Most classes have a number of substitution levels, each of which you can select at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits for that level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally. For instance, if you are a 2nd-level monk and take the Broken One monk substitution level for 3rd level, you forever lose the benefits normally provided to a standard 3rd-level monk (you gained instead the substitution level benefit for a 3rd-level Broken One monk). When you gain another level in monk, you gain the 4th-level benefits of the standard monk class.

Unless otherwise noted in the description of a substitution level benefit, a character who takes a substitution level gains spellcasting ability (increases in spells per day and spells known, if applicable) as if he had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a female dwarf paladin can decide only to take the Berronar Valkyrie substitution level at 6th level, ignoring the previous substitution levels.

The description of each substitution level benefit explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the barbarian's trap sense class feature).

Normally, if you join an organization after you've already passed one or more of the eligible levels for substitution (such as a character who joins the Darksong Knights at 3rd level), you can't ever gain access to previous substitution levels. At the DM's option, however, a character who joins an organization can be allowed to retroactively apply the effect of substitution levels for that organization. This is particularly appropriate for characters who already belonged to one of the organizations presented here (since the substitution levels were unavailable until now). The DM and player should work together to apply the changes.

Berronar Valkyrie (paladin)

Berronar's Valkyries are female dwarf paladins of the goddess Berronar Truesilver. They study tactics and charge into battle to save male dwarf warriors. Their special powers help them look after their allies and punish oathbreakers.

Hit Die: d10.

A Berronar Valkyrie's arms and armor carry the everbright blessing

Illustration by Kalman Andrasofszky

Requirements

To take a Berronar Valkyrie paladin substitution level, a character must be a female dwarf, have Berronar as her patron deity, and be about to take her 3rd, 4th, or 6th level of paladin.

Class Skills

Berronar Valkyrie paladin substitution levels have the class skills of the standard paladin.

Skill Points at Each Level: 2 + Int modifier.

Table 2–2: Berronar Valkyrie Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Everbright blessing
4th	+4	+4	+1	+1	Valiant rescue
6th	+6/+1	+5	+2	+2	Binding oath, *touch of fatigue*

Class Features

All of the following are features of the Berronar Valkyrie substitution levels.

Everbright Blessing (Su): Starting at 3rd level, a Valkyrie's armor, shield, and primary weapon are treated as if they had the everbright special ability; they shine like polished silver, they are immune to acid and rust attacks, and the armor provides her with resistance to acid 5. This ability only applies to the items the Valkyrie is wearing; if the items are removed or dropped, they lose this property until she picks them up again.

This benefit replaces the divine health class feature gained by a standard paladin at 3rd level.

Valiant Rescue (Ex): Starting at 4th level, a Valkyrie gains a special ability to charge into harm's way to protect an ally. A Valkyrie can charge into melee with a creature that threatens one of her allies and still make a full attack with a single melee weapon rather than a single attack. During this charge she acts as if she had the Mobility feat; if she is mounted, this bonus also applies to her mount.

A Valkyrie can use this ability a number of times per day equal to 3 + her Charisma modifier.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Binding Oath (Su): At 6th level, a Valkyrie gains the ability to magically link two willing individuals making an oath (or a legal agreement). This link has two effects. First, it informs both parties and the Valkyrie instantly if the oath is broken in any way. Second, the individual who breaks the oath is fatigued for one day per paladin level of the Valkyrie at the time of the oath-binding.

A Valkyrie can bind an oath once per week as a full-round action. For every three paladin levels gained thereafter, the Valkyrie can use this ability one extra time per week (2/week at 9th level, 3/week at 12th level, and so forth).

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level. A Berronar Valkyrie who selects this substitution level never gains the *remove disease* ability.

Touch of Fatigue (Sp): Beginning at 6th level, a Valkyrie can use *touch of fatigue* at will. This ability is normally used to admonish those about to stray from their promises or to punish those guilty of minor infractions. The save DC against this spell-like ability is 10 + the Valkyrie's Charisma modifier.

Broken One (Monk)

These kind and enduring monks dedicated to Ilmater are focused on defending the faithful and temples of the Broken God while acting as agents of punishment against those who would cruelly harm others. They combine the skills of healer and hunter in the service of their deity. They often assist other servants of the Triad when injustices against the innocent have occurred.

Hit Die: d8.

Requirements

To take a Broken One substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 6th, or 7th level of monk.

Class Skills

Broken One substitution levels have the class skills of the standard monk class plus Heal and Survival.

Skill Points at Each Level: 4 + Int modifier.

Table 2–3: Broken One Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+2	+3	+3	+3	Lay on hands
6th	+4	+5	+5	+5	Tenacious tracker, slow fall 30 ft.
7th	+5	+5	+5	+5	Locate creature

Class Features

All of the following are features of the Broken One substitution levels.

Lay on Hands (Su): At 3rd level, a Broken One can gain the ability to heal wounds with her touch (see the paladin class feature, page 44 of the *Player's Handbook*). If the character has a Charisma score of 11 or lower, she can heal a number of points of damage each day equal to her monk class level.

This benefit replaces the still mind class feature gained by a standard monk.

Tenacious Tracker (Su): Beginning at 6th level, a Broken One gains the ability to follow the trail of those cruel enough to torture and maim others. She receives Track as a bonus feat. She gains a +10 competence bonus on Survival checks made to track those with Loviatar as a patron deity.

Furthermore, whenever she physically touches the flesh of one who has been injured within the previous hour by someone who has Loviatar as his patron deity, she receives a clear mental image of that person's true appearance.

This benefit replaces the bonus feat gained by a standard monk at 6th level.

Slow Fall (Ex): A Broken One's slow fall ability is identical to a standard monk's ability at 6th level.

Locate Creature (Sp): Starting at 7th level, a Broken One can use *locate creature* once per day, but only when attempting to find a creature that has Loviatar as a patron deity. Her caster level is equal to her class level.

This benefit replaces the wholeness of body class feature gained by a standard monk at 7th level.

Claw of the Sun and the Ankh (Paladin)

The first Mulhorandi order of paladins to worship a god other than Osiris, the Claw of the Sun and the Ankh serves Horus-Re. Its fearless and fanatical soldiers are dedicated to energetically pursing the evil minions of Set, relentlessly destroying them and their foul plans whenever they are found.

Hit Die: d10.

Requirements

To take a Claw of the Sun and The Ankh substitution level, a character must have Horus-Re as his patron deity and be about to take his 1st, 6th, or 12th level of paladin.

Class Skills

Claw of the Sun and the Ankh substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

Table 2–4: Claw of the Sun and the Ankh Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, bird of prey, detect evil
6th	+6/+1	+5	+2	+2	Smite minions of Set
12th	+12/+7/+2	+8	+4	+4	Horus-Re's glory

Class Features

All of the following are features of the Claw of the Sun and the Ankh substitution levels.

Bird of Prey (Su): Beginning at 1st level, once per day a Claw of the Sun and the Ankh can pay homage to his god by taking on aspects of a hawk. His hands turn into claws that deal 1d4 points of damage; the attacks deal extra damage equal to one-half his paladin level to evil creatures. These attacks

are considered magic, good-aligned weapons for the purpose of overcoming damage reduction. The paladin is considered to be proficient with these natural weapons while using this form. This transformation lasts for a number of rounds equal to 3 + his Charisma modifier.

At 5th level, and every five levels thereafter, a Claw of the Sun and the Ankh can use this ability one extra time per day.

This benefit replaces the smite evil class feature gained by a standard paladin. A Claw of the Sun and the Ankh never gains any smite evil attacks at later levels.

Smite Minions of Set (Su): A Claw of the Sun and the Ankh is tasked with eliminating members of the church of Set. Starting at 6th level he can use a melee attack to attempt to smite a creature that has Set as its patron deity. This otherwise functions as the paladin's normal smite evil class feature.

A Claw of the Sun and the Ankh can use this smite attack once per day, plus one extra time per day for every three levels gained beyond 6th.

This benefit replaces the standard paladin's *remove disease* class feature. A Claw of the Sun and the Ankh who selects this substitution level never gains the *remove disease* ability.

Horus-Re's Glory (Su): Starting at 12th level, a Claw's armor shines brightly (as the *daylight* spell). This illumination can be suppressed or resumed at will with a standard action.

This benefit replaces the 3rd-level spell slot gained by a standard paladin at 12th level. From this point forward, a Claw of the Sun and the Ankh who selects this substitution level can prepare one less 3rd-level paladin spell than normal.

Crescent Moon Knight (paladin)

These unusual paladins of the Order of the Crescent Moon serve either Clangeddin Silverbeard or Selûne. The order was founded by an alliance between humans and dwarves to defeat marauding lycanthropes; now, the descendants of the founders teach old family skills and pass heirlooms to the next generation of defenders.

Hit Die: d10.

Requirements

To take a Crescent Moon Knight paladin substitution level, a character must have Clangeddin Silverbeard or Selûne as his patron deity, be related to or a close friend of one of the founding families, and be about to take his 4th, 6th, or 10th level of paladin.

Class Skills

Crescent Moon Knight paladin substitution levels have the class skills of the standard paladin plus Knowledge (local Impiltur).

Skill Points at Each Level: 2 + Int modifier.

Table 2–5: Crescent Moon Knight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+4	+4	+1	+1	Favored enemy lycanthropes +2
6th	+6/+1	+5	+2	+2	Remove disease, cure lycanthropy
10th	+10/+5	+7	+3	+3	Battlesong

Class Features

All of the following are features of the Crescent Moon Knight substitution levels.

Favored Enemy (Ex): At 4th level, a Knight gains lycanthropes as a favored enemy, just as if he were a 1st-level ranger. Unlike standard ranger favored enemies, which are organized by monster type, the Knight's favored enemy bonuses apply to all lycanthropes regardless of type (for example, the bonuses apply against a human werewolf and a hill giant dire wereboar).

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Cure Lycanthropy (Su): Starting at 6th level, a Knight becomes versed in the methods of curing lycanthropy. A Knight counts as a 12th-level cleric for the purpose of curing lycanthropy within 3 days of a lycanthrope's attack. A Knight can use his *remove disease* spell-like ability as if it were *break enchantment* or *remove curse* to cure a lycanthrope on the nights of the full moon.

Battlesong (Su): Once per day starting at 10th level, a Knight can begin an inspiring battle song as a standard action. This song functions like a bard's inspire courage ability, using the Knight's paladin level minus 4 as his bard level. For example, a 10th-level paladin who selects this substitution level would receive a +1 morale bonus on the relevant rolls, while an 18th-level paladin would receive a +3 morale bonus. A Knight need not have any ranks in Perform to use this class feature.

This benefit replaces the 2nd-level spell slot gained by a standard paladin at 10th level. From this point forward, a Crescent Moon Knight who selects this substitution level can prepare one less 2nd-level paladin spell than normal.

Darksong Knight (Fighter)

The Darksong Knights are elite soldiers of Eilistraee who further her many causes and hunt the yochlol, the demonic servants of the Spider Queen. They develop an intricate, dancelike style of swordplay and special powers to defeat their demonic enemies.

Hit Die: d8.

Requirements

To take a Darksong Knight substitution level, a character must have Eilistraee as her patron deity and be about to take her 2nd, 6th, or 8th level of fighter.

Class Skills

Darksong Knight substitution levels have the class skills of the standard fighter class plus Perform (dance).

Skill Points at Each Level: 2 + Int modifier.

Table 2–6: Darksong Knight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+0	+0	Bonus feat, dancing feint
6th	+6/+1	+5	+2	+2	Bonus feat, favored enemy yochlols +2
8th	+8/+3	+6	+2	+2	Bonus feat, combat dancing

Class Features

All of the following are features of the Darksong Knight substitution levels.

Bonus Feat: A Darksong Knight's choice of bonus feats is identical to a standard fighter's bonus feats.

Dancing Feint (Ex): Starting at 2nd level, a Darksong Knight can use her Perform (dance) skill to feint in combat as if it were the Bluff skill.

Favored Enemy (Ex): At 4th level, a Darksong Knight gains yochlols as a favored enemy, just as if she were a 1st-level ranger. Unlike standard ranger favored enemies, which are classified by monster type, the Knight's favored enemy bonuses apply only to yochlols, not all kinds of demons.

Combat Dancing (Ex): At 8th level, a Darksong Knight with at least 5 ranks in Perform (dance) gains a +2 dodge bonus against attacks of opportunity. If she uses Spring Attack, she gains a +2 circumstance bonus on the attack roll made as part of the maneuver.

Dukar (Wizard)

These wizards of a dwindling order protect the tenuous peace under the Sea of Fallen Stars, working quietly and secretly to achieve their goals and rebuild their numbers. Many of their powers stem from living coral implanted under the skin of their hands.

Hit Die: d4.

Requirements

To take a Dukar substitution level, a character must be about to take his 5th, 10th, or 15th level of wizard. The first time a character takes a Dukar substitution level, he must undergo a secret Dukar ritual that implants the living coral under the skin of his palms (see Dukar hand coral, page 63). The coral does not interfere with using his hands in any way. If the Dukar somehow loses this coral, he loses his coral-related powers, but if he is implanted again he immediately regains his full abilities.

Class Skills

Dukar substitution levels have the class skills of the standard wizard class plus Swim.

Skill Points at Each Level: 2 + Int modifier.

Table 2–7: Dukar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
5th	+2	+1	+1	+4	Coral claw, bonus spells
10th	+5	+3	+3	+7	Coral power, bonus spells
15th	+7/+2	+5	+5	+9	Coral power, bonus spells

Class Features

All of the following are features of the Dukar substitution levels.

Bonus Spells (Ex): There are four Dukar orders, each with two associated schools of magic. Upon taking his first Dukar substitution level, a Dukar chooses one order and can never change it thereafter (similar to choosing a wizard specialty school). Each time a Dukar substitution level is taken, a Dukar adds two spells to his spell book; these must be from one or both of his order's associated schools of magic (either one from each or both from the same). A specialist wizard Dukar is not restricted to choosing these bonus spells from his school of specialization, but he cannot use them to acquire spells from his prohibited school (therefore, choosing an order that studies one of your prohibited schools is normally a bad choice). The orders are as follows.

Order	Color	Schools of Magic
Jhimar*	Red	Enchantment, evocation
Kupav	Blue	Aburation, transmutation
Maalirn	Green	Conjuration, divination
Numos	White	Illusion, necromancy

*The order of Jhimar was destroyed centuries ago and its knowledge and traditions are lost.

This class feature replaces the standard wizard's ability to add two spells to his spellbook each time he gains a wizard level.

Coral Claw (Ex): At 5th level, a Dukar can extend the coral under his skin to form sharp spikes on his hand, giving him a claw attack that deals 1d4 points of damage. The Dukar is automatically proficient in the coral weapon and can extend or retract the coral as a swift action.

This benefit replaces the bonus feat normally gained by a 5th-level wizard.

Coral Power: At 10th and 15th level, a Dukar learns how to use his implanted coral in different ways. Each time this ability is gained, a Dukar chooses one ability from the following choices. Each ability can be taken twice, with increasing effect.

Acid (Ex): A Dukar adds 1d4 points of acid damage to all claw attacks (including those made with his coral claw; see above). The acid quickly decays and cannot be stored for later use. A Dukar and his gear are not harmed by his own coral's acid. This ability functions automatically, though a Dukar can suspend or resume this ability as a free action. If a Dukar selects the ability a second time, the acid damage increases to 1d8 points.

Armor (Ex): Three times per day as a standard action, a Dukar can make his coral extend hard growths across his skin, giving him a +1 enhancement bonus to his natural armor bonus to AC. These growths crumble to dust after 10 minutes. If a Dukar selects this ability a second time, the enhancement bonus to his natural armor increases to +2.

Color Spray (Sp): A Dukar's coral gains the ability to glow intensely in confusing patterns. At will as a standard action, a Dukar can use this light as a *color spray* effect. Using this ability requires the Dukar to have one hand free, uncovered, and able to make gestures. The save DC of this ability is Intelligence-based. If a Dukar takes this ability a second time, the save DC of this ability increases by 2.

Wound Transfer (Su): A Dukar's coral develops the ability to transfer life energy by touch from him to another creature, healing its wounds at the expense of his own health. Each use of this ability heals the target of 1d6 points of damage and deals a like amount of damage to the Dukar. If a Dukar chooses this ability a second time, he heals the target of 2d6 points of damage and takes a like amount of damage per use. This ability can never provide a target more hit points than its full normal total +10. Any hit points gained beyond its normal maximum are treated as temporary hit points that last for up to 1 hour.

This benefit replaces the bonus feat normally gained by a 10th- or 15th-level wizard.

Eternal Order (Paladin)

The primary duty of the Knights of the Eternal Order—Kelemvor's main order of paladins—is to hunt and destroy powerful undead. They develop powerful undead-fighting powers by sacrificing other paladin abilities.

Hit Die: d10.

Requirements

To take an Eternal Order substitution level, a character must have Kelemvor as her patron deity and be about to take her 1st, 3rd, or 6th level of paladin.

Class Skills

Eternal Order substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

Table 2–8: Eternal Order Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, *detect evil,* corpsestrike 1/day, undead knowledge
3rd	+3	+3	+1	+1	Aura of courage, eternal vigor, undead knowledge
6th	+6/+1	+5	+2	+2	Greater turning, undead knowledge

Class Features

All of the following are features of the Eternal Order substitution levels.

Corpsestrike (Su): An Eternal Order paladin can, as a swift action, surround her weapon with a visible gray aura of holy power that sheds light equal to a candle. Any weapon so affected can ignore any damage reduction (other than DR #/epic) possessed by an undead creature, regardless of its source. This aura lasts for a number of minutes equal to the paladin's class level.

This benefit replaces the standard paladin's smite evil class feature. Any time an Eternal Order paladin would later gain an extra smite evil attempt (such as at 5th level), she can instead use this ability one extra time per day.

Undead Knowledge (Ex): Each time an Eternal Order substitution level is taken, the character gains a cumulative +2 competence bonus on Knowledge (religion) checks concerning undead.

Eternal Vigor (Ex): Beginning at 3rd level, an Eternal Order paladin can ignore the effects of negative levels bestowed upon her by an undead creature.

This benefit replaces the standard paladin's divine health class feature.

Greater Turning (Su): At 6th level, an Eternal Order paladin gains the ability to perform a greater turning once per day in place of a regular turning, just as if she had access to the Sun domain.

This benefit replaces the standard paladin's *remove disease* class feature normally gained at 6th level. At any level where a standard paladin gains an extra daily use of *remove disease,* an Eternal Order paladin instead gains another daily use of her greater turning ability.

Fangshields Barbarian

Barbarians of the Fangshields have few worries about traps, because they spend most of their time in their home territory rather than crawling through dungeons. They train their bodies to their physical peak so they can be the shock troops of the organization, relying on their speed and strength to decimate enemy creatures quickly. Other monsters can fight in formation against massed enemies, but the Fangshields barbarians are skilled at charging opposing monsters and battering them with a few powerful hits.

Hit Die: d12.

Requirements

To take a Fangshields barbarian substitution level, a character must be a nonhumanoid creature about to take his 3rd, 5th, or 7th level of barbarian.

Class Skills

Fangshields barbarian substitution levels have the class skills of the standard barbarian class.

Skill Points at Each Level: 4 + Int modifier.

Table 2–9: Fangshields Barbarian Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Fast charge (+10 ft.)
5th	+5	+4	+1	+1	Awesome charge
7th	+11/+6/+1	+7	+3	+3	Raging vigor

Class Features

All of the following are features of the Fangshields barbarian substitution levels.

Fast Charge (Ex): At 3rd level, a Fangshields barbarian gains a 10-foot enhancement bonus to his speed when he charges. This applies to any type of movement the barbarian uses.

This benefit replaces the trap sense class feature gained by a standard barbarian at 3rd level. At any level where a standard barbarian gains a bonus to trap sense (6th, 9th, 12th, 15th, and 18th), a Fangshields barbarian instead increases the enhancement bonus to his charge speed by 10 feet.

Awesome Charge (Ex): At 5th level, a charging Fangshields barbarian in a rage can make an attack at the end of the charge as if he had the Awesome Blow feat (see page 303 of the *Monster Manual*), even if he does not have the normal prerequisites for that feat. (Normally, Awesome Blow requires a standard action; this is a specific exception to that rule.)

This benefit replaces the improved uncanny dodge class feature gained by a standard barbarian at 5th level.

Raging Vigor (Ex): At 7th level, a Fangshields barbarian gains the ability to direct his force of will inward, causing his injured body to heal itself. As a standard action, he can spend one of his daily uses of rage to heal damage equal to twice his Hit Dice. He can even use this ability if he is already raging.

This benefit replaces the standard barbarian's damage reduction gained at 7th level. Instead, the Fangshields barbarian gains damage reduction 1/— at 10th level, and his damage reduction is treated as 1 point lower than normal from that point forward.

Fangshields Druid

Druids of the Fangshields are the healers and nurturers of the group, acting on behalf of their more monstrous allies who cannot interact with "civilized" humanoids without causing fear and panic.

Hit Die: d8.

Requirements

To take a Fangshields druid substitution level, a character must be a nonhumanoid creature about to take her 4th, 5th, or 7th level of druid.

Class Skills

Fangshields druid substitution levels have the class skills of the standard druid class.

Skill Points at Each Level: 4 + Int modifier.

Table 2–10: Fangshields Druid Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+3	+4	+1	+4	Spontaneous curing
5th	+3	+4	+1	+4	Wild shape hands
7th	+5	+5	+2	+5	Wild shape (humanoid)

Class Features

All of the following are features of the Fangshields druid substitution levels.

Spontaneous Curing (Su): At 4th level, a Fangshields druid can spontaneously convert prepared druid spells of 1st level or higher into *cure light wounds* spells, just as a cleric can. Unlike a cleric, she cannot convert her prepared spells into any *cure* spell, just *cure light wounds,* nor can she apply metamagic feats to these spontaneously cast spells.

This benefit replaces the resist nature's lure class ability gained by a standard druid at 4th level.

Wild Shape Hands (Su): At 5th level, a Fangshields druid can use her wild shape ability to create simple dexterous hands if she doesn't have them already. For example, a giant eagle, lammasu, or unicorn could use wild shape to change her feet, paws, or hooves into hands that work as well as human hands. These hands lose any natural attacks they previously possessed, but otherwise still function like their original shape (a unicorn could walk or run at normal speed on her hoof-hands, for example). She can make this change whenever she uses her wild shape, even when she assumes another form. For example, a unicorn druid could take the form of a wolf with functional paw-hands.

This benefit is in addition to the standard druid's wild shape ability.

Wild Shape (Humanoid) (Su): At 7th level, a Fangshields druid can use her wild shape ability to assume a Medium humanoid form. The humanoid form can resemble a human, dwarf, elf, or other Medium humanoid as the druid desires and has the appropriate racial traits for that race (according to the *polymorph* spell). This ability is typically used by a druid to interact with humanoid settlements without drawing too much attention to herself. However, the humanoid form retains some of a Fangshields druid's original monstrous appearance, much like how a lycanthrope in hybrid form has humanoid and animal features, resulting in a –4 penalty on Disguise checks made to pass as a humanoid. The hybrid form can speak as well as a true humanoid, though the change of form does not give the druid knowledge of that form's language (a druid in the form of an elf wouldn't automatically know how to speak Elven, but could use her elf-mouth to speak any languages she did know).

Example: A giant eagle could wild shape into a humanlike humanoid, but she would resemble an eagle–human hybrid (much like an avoral guardinal); a treant taking the form of an elf hybrid would look like a tall elf with barklike skin and leaves in her hair (much like a dryad).

This benefit replaces the third use of wild shape per day gained by a standard druid at 8th level. From this point forward, a Fangshields druid has one less daily use of wild shape than normal.

Fangshields Ranger

Rangers of the Fangshields use their skills to patrol the wildlands, as well as to spy on and hunt evil creatures. However, some of the standard ranger class features are useless to creatures that lack hands to use manufactured weapons. Fangshields rangers learn other abilities to take advantage of their nonhumanoid anatomy, helping them become dangerous leaders of beasts and animals.

Hit Die: d8.

Requirements

To take a Fangshields ranger substitution level, a character must be a nonhumanoid creature about to take his 2nd, 4th, or 5th level of ranger.

Class Skills

Fangshields ranger substitution levels have the class skills of the standard ranger class plus Diplomacy.

Skill Points at Each Level: 6 + Int modifier.

Table 2–11: Fangshields Ranger Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+3	+0	Combat style
4th	+4	+4	+4	+1	Animal companion
5th	+5	+4	+4	+1	Lion and the Unicorn

Class Features

All of the following are features of the Fangshields ranger substitution levels.

Combat Style (Ex): Often lacking hands, Fangshields rangers have a third option for their combat style: natural attacks. If a ranger selects this combat style, at 2nd level he gains Multiattack (if he has more than one kind of natural attack) or Improved Natural Attack (if he has only one kind of natural attack) as a bonus feat.

A Fangshields centaur ranger calls upon the power of the lion to protect him

Illustration by Warren Mahy

At 6th level, a ranger with this combat style gains Weapon Focus for any one of his natural attack types. At 11th level, a ranger with this combat option gains Weapon Focus for a second of his natural weapons, or Greater Weapon Focus for his natural weapon if he has only one kind.

A Fangshields ranger need not meet any of the normal prerequisites for these bonus feats.

Animal Companion (Ex): A Fangshields ranger uses the normal ranger animal companion rules, but because he is beastlike himself, he has a stronger bond with the animal. The ranger's effective druid level is treated as one-half his ranger level +2.

Lion and the Unicorn (Ex): At 5th level, a Fangshields ranger chooses an affinity for Nobanion or Lurue, even if he already has a patron deity (this doesn't cause a religious conflict). If he chooses Nobanion, he gets a +1 sacred bonus to AC during the day; if he chooses Lurue, he gets a +1 sacred bonus to AC during the night. He gets the benefit of this ability whether or not he is outside or knows the time of day. This ability doesn't apply on a plane other than the Material Plane.

This benefit replaces the second favored enemy class feature gained by a standard ranger at 5th level.

Golden Cup (Paladin)

Paladins who are members of the Order of the Golden Cup serve Ilmater and have dedicated themselves to healing the sick and weak and protecting the innocent. Peaceful counterparts to the Companions of the Noble Heart (see page 100), they don't shy away from combating evil, but they allow their companions to actively hunt it down while they focus on protecting those who can't protect themselves.

Hit Die: d10.

Requirements

To take a Golden Cup substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 4th, or 10th level of paladin.

Class Skills

Golden Cup substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

Table 2–12: Golden Cup Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Defend the weak
4th	+4	+4	+1	+1	*Shield other*
10th	+10/+5	+7	+3	+3	Expanded healing

Class Features

All of the following are features of the Golden Cup substitution levels.

Defend the Weak (Ex): Starting at 3rd level, a Golden Cup paladin can protect nearby allies in combat. If she uses Combat Expertise, fights defensively, or uses the total defense action, she can grant the dodge bonus to AC from these actions to any single creature standing adjacent to her in addition to herself.

This benefit replaces the standard paladin's aura of courage class feature.

Shield Other (Sp): Beginning at 4th level, a Golden Cup paladin can use *shield other* as a spell-like ability. She needs no focus for this ability, but she must be able to touch the character. She can use this ability a number of times per day equal to her Charisma bonus (minimum 1/day), though she can't affect more than one target simultaneously (a second use ends the duration of any previous use). Her caster level is equal to her paladin level.

This benefit replaces the standard paladin's turn undead class feature.

Expanded Healing (Su): Beginning at 10th level, a Golden Cup paladin can treat her paladin level as three higher than normal for the purpose of determining the maximum amount of healing she can bestow with her lay on hands ability per day. She can also treat her caster level as three higher than normal for the purpose of any conjuration (healing) spell she casts.

This benefit replaces the third daily use of the smite evil ability gained by a standard paladin at 10th level. From this point forward, she has one less daily use of smite evil than normal.

Golden Lion (paladin)

The Order of the Golden Lion serves Torm and was created specifically to serve the Penance of Duty accepted by those of his faith. Members of the order are a varied bunch but united in their devotion and strength of purpose. They develop special powers to defend good temples, defeat Faerûnian evils, and repair damage to the Weave.

Hit Die: d10.

Requirements

To take a Golden Lion paladin substitution level, a character must have Torm as her patron deity, maintain the appearance of her armor and helm in accordance with the standards of the order, and be about to take her 1st, 4th, or 6th level of paladin.

Furthermore, as part of an ongoing atonement for their church's hostilities toward other good churches in the years preceding the Time of Troubles, the Golden Lions pledge to help rebuild and defend these churches. Once per month each Golden Lion must perform a quest for or spend a day defending a good temple of another faith. The Golden Lion must follow orders from this temple as if they came from her own temple, but can disregard any order that conflicts with her own faith or that would certainly result in her death (the good faiths involved understand the boundaries of the Penance of Duty and won't ask for things they wouldn't ask of their own champions of the faith).

Class Skills

Golden Lion substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

Table 2–13: Golden Lion Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, *detect magic*, smite evil 1/day
4th	+4	+4	+1	+1	Enemy of strife
6th	+6/+1	+5	+2	+2	*Restore the Weave*

Class Features

All of the following are features of the Golden Lion substitution levels.

Detect Magic (Sp): A Golden Lion can use a *detect magic* effect at will. Her caster level is equal to her paladin level.

This benefit replaces the standard paladin's *detect evil* ability.

Enemy of Strife (Su): Golden Lions are tasked with eliminating the Zhentarim and the churches of Bane and Cyric. Beginning at 4th level, any smite evil attack used against a member of one of these groups (or a creature created or conjured by a member of one of these groups) automatically ignores any miss chance from concealment and overcomes damage reduction as if it were made with a good-aligned weapon.

This benefit replaces the standard paladin's ability to turn undead.

Restore the Weave (Sp): At 6th level, once per day a Golden Lion can repair a 5-foot cube of dead magic or wild magic area, returning it to its normal function. This ability only works if the paladin stands in an area of normal Weave that is adjacent to the damaged area (in other words, it cannot create an "island" of normal Weave within a damaged area). Slowly but surely, the Golden Lions can repair large problem areas. This spell-like ability is the equivalent of a 3rd-level spell.

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level. At any level where a standard paladin gains an extra daily use of *remove disease,* a Golden Lion can instead gain another daily use of her *restore the Weave* ability.

Holy Judge (paladin)

This group of Tyr-worshiping paladins is focused primarily on its god's lawful aspects. The Holy Judges hunt and punish criminals and lawbreakers, and they have a fervent hatred for devils, which they see as a terrible perversion of a lawful society.

Hit Die: d10.

Requirements

To take a Holy Judge substitution level, a character must have Tyr as her patron deity and be about to take her 1st, 4th, or 6th level of paladin.

Class Skills

Holy Judge substitution levels have the class skills of the standard paladin class plus Knowledge (the planes).

Skill Points at Each Level: 2 + Int modifier.

Table 2–14: Holy Judge Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, *detect evil,* favored enemy devils +2
4th	+4	+4	+1	+1	Censure devil
6th	+6/+1	+5	+2	+2	*Zone of truth* 1/week

Class Features

All of the following are features of the Holy Judge substitution levels.

Favored Enemy (Ex): At 1st level, a Holy Judge gains devils as a favored enemy, just as if he were a 1st-level ranger. Unlike standard ranger favored enemies, which are classified by monster type, a Holy Judge's favored enemy bonuses apply only to devils, not all kinds of evil outsiders.

At 5th level, and every five levels thereafter, the bonus granted by the Holy Judge's favored enemy class feature improves by 2. This increase has no effect on any other favored enemies the Holy Judge might have.

This benefit replaces the standard paladin's smite evil class feature.

Censure Devil (Su): A Holy Judge on his home plane can utter words of censuring that can daze a devil within 30 feet. The devil must succeed on a Will save (DC 10 + 1/2 paladin level + Cha modifier) or be dazed for 1 round. A Holy Judge can use this ability a number of times per day equal to three + his Charisma modifier.

Zone of Truth (Sp): A Holy Judge can use a *zone of truth* effect once per week, using his paladin level as his caster level.

This benefit replaces the standard paladin *remove disease* class feature. If the Holy Judge would later gain an extra weekly use of *remove disease,* he instead gains an extra weekly use of zone of truth.

Lion Legionnaire (paladin)

The mighty wemic paladins of Nobanion are called the Legion of Lions; they are small in number but great in their bravery. Unlike most of Lord Firemane's wemic followers, they travel outside the Shaar in search of evil, and partly because of their efforts Nobanion's faith has attracted humanoid followers. Though most Lion Legionnaires are wemics, a small number are humanoids, and at least one lammasu is a member of this elite group. Rather than traditional paladin abilities, they develop powers relating to Nobanion's strengths and tactics.

Hit Die: d10.

Requirements

To take a Lion Legionnaire substitution level, a character must have Nobanion as his patron deity and be about to take his 3rd, 4th, or 5th level of paladin.

Class Skills

Lion Legionnaire substitution levels have the class skills of the standard paladin class plus Knowledge (nature).

Skill Points at Each Level: 2 + Int modifier.

Table 2–15: Lion Legionnaire Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Firemane aura
4th	+4	+4	+1	+1	Wild fighting
5th	+5	+4	+1	+1	Smite evil 2/day, flying lion

Class Features

All of the following are features of the Lion Legionnaire substitution levels.

Firemane Aura (Su): Once per day a Lion Legionnaire can create an aura of holy flame around his body. As this ability activates, the paladin's hair or mane (if any) momentarily turns into a brilliant golden flame. Any evil creature striking a Lion Legionnaire with a natural weapon, or a melee weapon that is not a reach weapon, takes damage equal to the Legionnaire's paladin level. Half of this damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire. This aura lasts for 1 minute.

This benefit replaces the standard paladin's aura of courage class feature.

Wild Fighting (Su): Lion Legionnaires develop a fighting style that gives them extra attacks at the cost of accuracy. As a free action, a Lion Legionnaire can enter a state of wild fighting for 1 round. During this round, a Legionnaire can make one extra attack with any one melee weapon (including natural weapons), but all attacks made during the round (including the extra attack) take a –2 penalty. A Lion Legionnaire must use a full attack action to benefit from wild fighting. A Lion Legionnaire can use this ability a number of times per day equal to three + his Charisma modifier.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Flying Lion (Su): At 5th level, a Lion Legionnaire gains the ability to grow eagle's wings, as Nobanion himself sometimes does in battle. Once per day as a full-round action, the Legionnaire grows feathered wings appropriate to the size of his body. The wings remain for up to 10 minutes per paladin level, though he can dismiss them as a free action. He can fly with the wings at his normal land speed, with poor maneuverability. Nonleonine creatures who use this ability temporarily gain a lionlike appearance while it is used (catlike eyes, a thick mane of hair, and larger teeth).

This benefit replaces the special mount class feature gained by a standard paladin at 5th level (Nobanion's wemic paladins have no need for a quadruped mount to carry them into battle).

Mystic Fire Knight (paladin)

The Knights of the Mystic Fire serve Mystra by guarding her temples and questing for lost magical troves. They develop increased ability to use magic, counter hostile magic, and defeat enemy spellcasters.

Hit Die: d8.

Requirements

To take a Mystic Fire Knight substitution level, a character must have Mystra as her patron deity and be about to take her 4th, 5th, or 6th level of paladin.

Class Skills

Mystic Fire Knight substitution levels have the class skills of the standard paladin plus Knowledge (arcana) and Spellcraft.

Skill Points at Each Level: 2 + Int modifier.

Table 2–16: Mystic Fire Knight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+4	+4	+1	+1	Bonus spell, improved spellcasting
5th	+5	+5	+1	+1	Smite evil 2/day, special mount
6th	+6/+1	+5	+2	+2	Spellshatter

Class Features

All of the following are features of the Mystic Fire Knight substitution levels.

Bonus Spell (Su): At 4th level, a Mystic Fire Knight gains a bonus 1st-level paladin spell slot as if from a high Wisdom score. At 8th level, she gains a bonus 2nd-level paladin spell slot, at 11th level she gains a bonus 3rd-level paladin spell slot, and at 14th level she gains a bonus 4th-level paladin spell slot.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Improved Spellcasting (Ex): When casting paladin spells, a Mystic Fire Knight can treat her caster level as equal to one-half her paladin level +2. If she also has arcane spellcasting ability from another class, she can add her caster level from that class to this value to determine her paladin caster level.

Smite Evil (Su): In addition to the normal effect, when a Mystic Fire Knight of 5th level or higher hits a creature with her smite evil attack, that creature finds it temporarily difficult to cast spells or use spell completion or spell trigger items. For 1 round, any attempt to complete one of these actions requires a successful Concentration check (DC 10 + paladin's level + Cha modifier + spell level); failure means that the action fails. If a spell was being cast, the spell or spell slot is lost; if a magic item was being activated, the attempt merely fails. Multiple smite evil hits on the same creature don't have a cumulative effect.

This class feature augments, but does not replace, the standard paladin's smite evil class feature.

Spellshatter (Su): Once per day starting at 6th level, a Mystic Fire Knight can choose to deliver a targeted *greater dispel magic* effect with a melee attack. The decision to use this ability must be made before the attack is rolled; if the attack misses, the effect is wasted.

If the attack hits, treat this as if the Mystic Fire Knight had cast a targeted *greater dispel magic* on the creature struck, using her paladin level (plus any arcane caster level she might have from another class) as her caster level, up to a maximum of +20.

This benefit replaces the standard paladin's *remove disease* class feature. If the Mystic Fire Knight would later gain an extra weekly use of *remove disease*, she instead gains an extra daily use of spellshatter.

Noble Heart (paladin)

The Companions of the Noble Heart are aggressive knights in the service of Ilmater who have dedicated themselves to eliminating the evil of those who are known to enjoy the torturing and suffering of others. In particular, they oppose members of the church of Loviatar and destroy them and their temples whenever possible. When servants of the other members of the Triad crusade against Loviatar's servants, Noble Heart knights often join with them.

Hit Die: d10.

Requirements

To take a Noble Heart substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 4th, or 6th level of paladin.

Class Skills

Noble Heart substitution levels have the class skills of the standard paladin class plus Survival.

Skill Points at Each Level: 2 + Int modifier.

Table 2–17: Noble Heart Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Aura of courage, tenacious tracker
4th	+4	+4	+1	+1	Sunder the sadistic
6th	+6/+1	+5	+2	+2	*Delay poison* 1/week

Class Features

All of the following are features of the Noble Heart substitution levels.

Tenacious Tracker (Su): Beginning at 3rd level, a Noble Heart paladin gains the ability to follow the trail of those cruel enough to torture and maim others. She receives Track as a bonus feat. She gains a +10 competence bonus on Survival checks made to track those who have Loviatar as a patron deity.

Furthermore, whenever she physically touches the flesh of one who has been injured within the previous hour by someone who has Loviatar as his patron deity, she receives a clear mental image of that person's true appearance.

This benefit replaces the standard paladin's divine health class feature.

Sunder the Sadistic (Su): At 4th level, a Noble Heart paladin gains the ability to reduce to rubble objects and structures dedicated to evil. Whenever she attacks an object owned by a character who has Loviatar as a patron deity, or an object that is part of a temple or other structure dedicated to Loviatar, she can ignore the object's hardness. She can also use her smite evil class ability against such objects as if they were evil creatures.

This benefit replaces the standard paladin's ability to turn undead.

Delay Poison (Sp): The enemies of the Noble Heart paladin frequently employ poison in their efforts to spread evil and cruelty. Starting at 6th level, a Noble Heart paladin can use a *delay poison* effect once per week using her paladin level as her caster level.

This benefit replaces the *remove disease* class feature gained by a standard paladin. If she would later gain extra weekly uses of *remove disease*, the Noble Heart paladin instead gains extra weekly uses of *delay poison*.

Phoenix Disciple (monk)

The Disciples of the Phoenix are unusual lawful good Kossuthan monks. They are extremely disciplined and take some of their beliefs to painful extremes. Obsessed with the power of fire to purify, they have developed strange monk abilities based on that concept.

Hit Die: d8.

Requirements

To take a Phoenix Disciple substitution level, a character must be lawful good, have Kossuth as his patron deity, and be about to take his 1st, 3rd, or 12th level of monk.

Class Skills

Phoenix Disciple substitution levels have the class skills of the standard monk class.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the Phoenix Disciple substitution levels.

Purifying Flame (Su): A Phoenix Disciple can transform his *ki* into purifying fire. Once per round, a Phoenix Disciple can add 1d6 points of fire damage to any unarmed strike. The decision to use this ability must be made before the attack is rolled; if the attack misses, the power is wasted. A Phoenix Disciple can use this ability a number of times per day equal to his monk level.

This benefit replaces the bonus feat gained by a standard 1st-level monk.

Resistance to Fire (Ex): At 3rd level, a Phoenix Disciple develops a minor tolerance for fire. He gains resistance to fire 5.

This benefit replaces the still mind class feature gained by a standard monk at 3rd level.

Fire Stride (Sp): At 12th level, a Phoenix Disciple gains the ability to use a *fire stride* effect (see page 69 of the *Forgotten Realms Campaign Setting*) once per day, using his monk level as his caster level.

This benefit replaces the abundant step class feature gained by a standard monk at 12th level.

A Phoenix Disciple strikes his foe with purifying flame

Illustration by Wayne England

Table 2–18: Phoenix Disciple Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Flurry of blows, purifying flame, unarmed strike
3rd	+2	+3	+3	+3	Resistance to fire
12th	+9/+4	+8	+8	+8	Fire stride, slow fall 60 ft.

purple staff (cleric)

The Followers of the Purple Staff are a group of divine spellcasters trying to create a benign theocracy in the eastern part of the Dragon Coast. These clerics carry a great deal of political power within the borders of the so-called "Holy Realm" and use their magic to aid the citizens of their new land.

Hit Die: d8.

Requirements

To take a Purple Staff substitution level, a character must have Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune as his patron deity and be about to take his 4th, 6th, or 9th level of cleric.

Class Skills

Purple Staff substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the Purple Staff substitution levels.

Spontaneous Faith Healing (Su): At 4th level, a Purple Staff cleric gains the ability to spontaneously convert prepared cleric spells of 1st level or higher to cast *faith healing*[Mag] in the same way she can convert them to cure spells. Armed with this power, a Purple Staff cleric is easily able to deal with even the most severe injuries that common folk might suffer.

This class feature replaces the 2nd-level spell slot gained by a standard cleric at 4th level. From this point forward, a Purple Staff cleric has one less 2nd-level spell slot than normal.

Imbue with Spell Ability (Sp): At 6th level, a Purple Staff cleric can use an *imbue with spell ability* effect to imbue a creature with a single 0- or 1st-level spell she has prepared. She can use this ability a number of times per day equal to one-half her class level. With this power, an adventuring Purple Staff cleric can leave nonspellcaster lieutenants in town to act on her behalf in emergencies or to spread out her spells to help defend a larger area (though she is not limited to these purposes, of course).

This class feature replaces the 3rd-level spell slot gained by a standard cleric at 6th level. From this point forward, a Purple Staff cleric has one less 3rd-level spell slot than normal.

Turn Invader (Su): At 9th level, a Purple Staff cleric is so devoted to protecting his homeland that he can use his ability to turn undead to frighten enemies of the Holy Realm. When standing within the borders of his country, he can turn hostile monsters or enemies of the Holy Realm as a good-aligned cleric turns undead. He cannot destroy such creatures outright using this ability.

Table 2–19: Purple Staff Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+3	+4	+1	+4	Spontaneous faith healing
6th	+4	+5	+2	+5	*Imbue with spell ability*
9th	+6/+11	+6	+3	+6	Turn invader

Red Falcon (paladin)

Members of the Order of the Red Falcon serve the Red Knight and have earned fame in Tethyr for their heroics. They have a reputation for being excellent military tacticians, and even their followers are a cut above the norm.

Hit Die: d10.

Requirements

To take a Red Falcon substitution level, a character must have the Red Knight as her patron deity and be about to take her 2nd, 4th, or 6th level of paladin.

Class Skills

Red Falcon substitution levels have the class skills of the standard paladin class plus Knowledge (history).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the Red Falcon substitution levels.

Brilliant Strategy (Ex): At 2nd level and higher, a Red Falcon can draw upon her instinct for battle to give her an amazing ability to predict the imminent actions of her enemies and her best options for taking advantage of those actions. Activating this ability is an immediate action; it grants her an insight bonus to AC equal to her Charisma bonus (if any) for 1 round. A Red Falcon can use this ability a number of times per day equal to one-half her class level.

This benefit replaces the standard paladin's divine grace class feature.

Expanded Spell List: At 4th level, a Red Falcon adds *augury* (2nd level), *deathwatch* (1st level), and *status* (2nd level) to her paladin spell list.

Military Knowledge (Ex): Each time a Red Falcon substitution level is taken, the character gains a cumulative +2 competence bonus on Knowledge checks concerning military history or strategy.

Turn Undead (Su): A Red Falcon is not as skilled at turning undead as a normal paladin. She can only use this ability a number of times per day equal to her Charisma modifier.

Spontaneous Extend Spell (Su): At 6th level, once per day a Red Falcon can cast one of her spells as if she had prepared it with the Extend Spell feat. Doing this does not require a higher-level slot or increase the casting time for the spell.

This class feature replaces the 1st-level spell slot normally gained at 6th level. From this point forward, a Red Falcon has one less 1st-level paladin spell slot than normal.

Trained Militia: At 6th level, due to her leadership and skill at war, all cohorts and followers of the Red Falcon are treated as if they had Martial Weapon Proficiency in a single weapon of the Red Falcon's choice. This benefit remains as long as the cohorts and followers remain in her service and as long as she meets with them at least once a month to refresh their training. If more than a month goes by without such a meeting, the cohorts and followers lose this proficiency until she has the opportunity to train them again. A Red Falcon can grant different weapon proficiencies to different cohorts and followers (they don't all have to gain longsword proficiency, for example).

Table 2–20: Red Falcon Paladin Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+0	+0	Brilliant strategy, lay on hands, military knowledge
4th	+4	+4	+1	+1	Expanded spell list, military knowledge, turn undead
6th	+6/+1	+5	+2	+2	Military knowledge, *remove disease* 1/week, spontaneous extend spell, trained militia

Ruby Rose Knight (paladin)

Members of Sune's order of paladins, the Sisters and Brothers of the Ruby Rose, are known for their charm, beauty, and aversion to ugliness and evil. They use the power of love to destroy evil and hideous things, and they draw strength from their many romances.

Hit Die: d8.

Requirements

To take a Ruby Rose Knight substitution level, a character must have Sune as her patron and be about to take her 3rd, 6th, or 12th level of paladin.

Class Skills

Ruby Rose Knight substitution levels have the class skills of the standard paladin class plus Bluff and Perform (dance, oratory, sing, and string instruments).

Skill Points at Each Level: 2 + Int modifier.

Table 2–21: Ruby Rose Knight Paladin Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Aura of courage, enduring personality, expanded spell list
6th	+6/+1	+5	+2	+2	*Heroism* 1/week
12th	+12/+7/+2	+8	+4	+4	Heroic rapture

Class Features

All of the following are features of the Ruby Rose Knight substitution levels.

Enduring Personality (Su): A 3rd-level Ruby Rose Knight is immune to any effect that would deal Charisma damage or Charisma drain.

This benefit replaces the standard paladin's divine health class feature.

Expanded Spell List: At 3rd level, a Ruby Rose Knight adds *love bite* (see page 56) to her paladin spell list (even though she can't actually cast the spell herself until at least 4th level).

Heroism (Sp): At 6th level, a Ruby Rose Knight can use a *heroism* effect once per week, using her class level as her caster level. She can't use this spell-like ability on herself, only on another creature.

This benefit replaces the *remove disease* class feature gained by a standard paladin. If she would later gain extra weekly uses of *remove disease*, a Ruby Rose Knight instead gains extra weekly uses of heroism.

Heroic Rapture (Su): At 12th level, once per day a Ruby Rose Knight can spend a full-round action embracing another creature to grant it great bravery. The affected creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and a number of temporary hit points equal to the Ruby Rose Knight's paladin level. The effect lasts for 1 minute.

This benefit replaces the 3rd-level spell slot gained by a standard paladin at 12th level. From this point on, a Ruby Rose Knight has one less 3rd-level spell slot than normal.

Shadow Sword (ranger)

Rangers of the Knights of the Shadow Sword patrol Myth Drannor and attempt to rid it of the evils living there. They use their stealth and spell-power to aid the fighters of their order.

Hit Die: d8.

Requirements

To take a Shadow Sword substitution level, a character must have Shaundakul as his patron and be about to take his 3rd, 6th, or 8th level of ranger.

Class Skills

Shadow Sword substitution levels have the class skills of the standard ranger class plus Knowledge (history).

Skill Points at Each Level: 6 + Int modifier.

Table 2–22: Shadow Sword Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+3	+1	Walk in silence
6th	+6	+5	+5	+1	Bane weapon
8th	+8/+3	+6	+6	+2	*Portal* analysis

Class Features

All of the following are features of the Shadow Sword substitution levels.

Walk in Silence (Su): At 3rd level, a Shadow Sword gains the ability to move with amazing silence, receiving a +5 circumstance bonus on Move Silently checks for 1 round. The ranger activates this ability with a swift action and can use it a number of times per day equal to one-half his ranger level. This ability only functions if the ranger is wearing light or no armor and carrying no more than a light load.

This benefit replaces the Endurance bonus feat gained by a standard ranger at 3rd level.

Bane Weapon (Su): At 6th level, a Shadow Sword learns how to temporarily turn any weapon he wields into a bane weapon (see page 224 of the *Dungeon Master's Guide*). Activating this ability requires a full-round action, at which point the ranger must choose the type (and subtype, if appropriate) of creature against which the bane special ability will apply. This choice must match a creature type (and subtype) of one of the ranger's favored enemies. The effect lasts for a number of rounds equal to one-half the ranger's class level, and can be used a number of times per day equal to one + his Wisdom modifier (minimum 1/day). The bane ability only functions while the weapon is in the ranger's hands. The ranger can have no more than one weapon affected by this class feature at any time, nor can any weapon benefit from more than one application of this class feature (in either case, a second use immediately ends any previous effect).

This benefit replaces the improved combat style class feature normally gained at 6th level. If a Shadow Sword ranger later gains combat style mastery, he instead gains improved combat style.

Portal Analysis (Su): At 8th level, a Shadow Sword gains the ability to sense *portals* and manipulate them in strange ways. He automatically detects any *portal* within 10 feet and can thereafter study any *portal* within 10 feet as if using *analyze portal* (see page 66 of the *Forgotten Realms Campaign Setting*). If he is able to activate the *portal,* once per day the Shadow Sword can enter it as if using the *portal well* spell (see page 56).

This benefit replaces the swift tracker class feature gained by a standard ranger at 8th level.

shooting star (ranger)

Rangers of the Order of the Shooting Star (see Knights of the Mystic Fire, page 102) serve Mystra by scouting, spying, and dealing with fiends and monstrosities created by magical experimentation.

Hit Die: d8.

Requirements

To take a Shooting Star substitution level, a character must have Mystra as her patron deity and be about to take her 3rd, 4th, or 8th level of ranger.

Class Skills

Shooting Star substitution levels have the class skills of the standard ranger class plus Knowledge (arcana) and Spellcraft.

Skill Points at Each Level: 6 + Int modifier.

Table 2–23: Shooting Star Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+3	+1	*Weavespeak*
4th	+4	+4	+4	+1	Bonus spells, improved spellcasting
8th	+8/+3	+6	+6	+2	Bonus spells, expanded spell list
11th	+11/+6/+1	+7	+7	+3	Bonus spells
14th	+14/+9/+4	+9	+9	+4	Bonus spells

Class Features

All of the following are features of the Shooting Star ranger substitution levels.

Weavespeak (Sp): Because the members of this order need to report their findings over long distances, starting at 3rd level a Shooting Star develops the power to use the Weave itself to transmit short messages. Once per day the character can transmit a message of twenty-five words or less to the nearest cleric, paladin, or ranger of Mystra (the Shooting Star can't choose the recipient). This ability only functions where the Weave is active, and it cannot jump planar boundaries; the ranger knows if either condition would prevent the message from reaching its target. It is otherwise the equivalent of a *sending* spell.

This benefit replaces the Endurance bonus feat gained by a standard ranger at 3rd level.

Bonus Spells (Su): At 4th level, a Shooting Star gains a bonus 1st-level ranger spell slot as if from a high Wisdom score. At 8th level she gains a bonus 2nd-level ranger spell slot, at 11th level she gains a bonus 3rd-level ranger spell slot, and at 14th level she gains a bonus 4th-level ranger spell slot.

This benefit replaces the animal companion class feature gained by a standard ranger at 4th level.

Improved Spellcasting (Ex): When casting ranger spells, a Shooting Star can treat her caster level as equal to one-half her ranger level +2. If she also has arcane spellcasting ability from another class, she can add her caster level from that class to this value to determine her caster level.

Expanded Spell List: At 8th level, a Shooting Star adds *see invisibility* (2nd level) and *word of recall* (4th level) to her ranger spell list.

This replaces the standard ranger's swift tracker class feature.

Vigilant Eye of Helm (paladin)

This paladin order of Helm is growing rapidly and impressing the common folk with its members' humility and self-sacrifice. The Vigilant Eyes of Helm defend the innocent from threats and develop special ways of recognizing danger and protecting others.

Hit Die: d10.

Requirements

To take a Vigilant Eye substitution level, a character must have Helm as her patron deity and be about to take her 1st, 3rd, or 4th level of paladin.

Class Skills

Vigilant Eye substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

Table 2–24: Vigilant Eye Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, expanded spell list, know greatest enemy, smite evil 1/day
3rd	+3	+3	+1	+1	Aura of courage, vigilant aid
4th	+4	+4	+1	+1	Awesome smite

Class Features

All of the following are features of the Vigilant Eye substitution levels.

Know Greatest Enemy (Su): A Vigilant Eye automatically knows which enemy in her presence is the most powerful (in game terms, which enemy has the highest CR). This benefit applies only to enemies that she can see that are within 60 feet of her. She does not need to use an action to know this, and this sense updates automatically if current foes leave or die or if new opponents arrive. She doesn't know why the most powerful enemy is such (for example, she wouldn't know that the most powerful orc in a patrol was a 3rd-level barbarian), just that it is so. She doesn't know exactly how tough this enemy is, but does know if that enemy is significantly more powerful than her (in game terms, if its CR is 4 or more above her effective character level).

This benefit replaces the standard paladin's *detect evil* class feature.

Expanded Spell List: A Vigilant Eye adds *see invisibility* (2nd level) to her paladin spell list.

Vigilant Aid (Su): Starting at 3rd level, when a Vigilant Eye uses the aid another special attack in melee combat to give an ally a bonus to his AC, she only has to spend a move action rather than a standard action. She can use more than one aid another special attack in a single round, but no ally can be aided more than once per round in this fashion.

This benefit replaces the standard paladin's divine health class feature.

Awesome Smite (Su): At 4th level, a Vigilant Eye gains the ability to repel enemies with powerful holy power. As a standard action, she can spend a daily smite evil attempt and strike an evil creature as if she had the Awesome Blow feat (see page 303 of the *Monster Manual*), even if she does not have the normal prerequisites for that feat. Note that the paladin doesn't also gain the normal benefit of smite evil. She is treated as if one size category larger than normal for determining which creatures she can affect with this ability. If she accidentally uses this ability against a creature that isn't evil, she deals normal damage but the Awesome Blow effect is not triggered, and it still counts as one of her daily uses of smite evil.

This benefit replaces the standard paladin's turn undead class feature.

Wary Swordknight (paladin)

Members of Arvoreen's Marchers kept halfling villages safe during Tethyr's Interregnum; the Wary Swordknights are the paladins of the order, and are known for their martial prowess and vigilant nature.

Hit Die: d10.

Requirements

To take a Wary Swordknight substitution level, a character must be a halfling, have Arvoreen as her patron deity, and be about to take her 3rd, 4th, or 6th level of paladin.

Class Skills

Wary Swordknight substitution levels have the class skills of the standard paladin plus Listen and Spot.

Skill Points at Each Level: 4 + Int modifier.

Table 2–25: Wary Swordknight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Divine health, tougher than small
4th	+4	+4	+1	+1	Uncanny dodge
6th	+6	+5	+2	+2	Haste (self) 1/day

Class Features

All of the following are features of the Wary Swordknight substitution levels.

Tougher than Small (Ex): When a Wary Swordknight is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size larger if doing so is advantageous to her. A Wary Swordknight is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. The benefits of this class feature stack with effects that change her size category.

This benefit replaces the standard paladin's aura of courage class feature.

Uncanny Dodge (Ex): At 4th level, a Swordknight gains uncanny dodge (as the barbarian class feature of the same name).

This benefit replaces the standard paladin's turn undead class feature.

Haste (Sp): At 6th level, a Swordknight becomes able to use a *haste* effect on herself once per day, Her caster level for this ability is equal to one-half her paladin level.

This benefit replaces the 1st-level spell slot gained at 6th level, as well as the *remove disease* class feature normally gained at 6th level. From this point forward, a Wary Swordknight has one less weekly use of *remove disease* than normal.

spells

In a world of magic such as Faerûn, the right spell at the right time is sometimes the difference between life and death. Some of the spells described here are only available to characters who have the proper initiate feat (as indicated in the Level entry of the spell description); some provide extra abilities when prepared by a spellcaster; and others are more effective for sorcerers than members of other classes.

sanctified magic

For those willing to utterly devote themselves to good, great power is available in the form of sanctified magic. Sanctified spells require a great sacrifice from the caster in exchange for powerful results. The sanctified spells described below (and the level of each spell) are *animate with the spirit* (4th), *benign projection* (6th), *celestial fortress* (4th), *create lantern archon* (3rd), and *vision of punishment* (1st).

Spellcasters prepare sanctified spells just as they do regular spells, and casters who do not prepare spells (including sorcerers and bards) cannot make use of them except from a scroll. Evil characters cannot cast sanctified spells, including ones cast from magic items.

A sanctified spell usually has no material component, but it does have a sacrifice component: The spell draws power from a sacrifice accepted by the spellcaster in the form of ability damage, ability drain, or occasionally greater sacrifices (the loss of a level or even the caster's life). The sacrifice occurs when the spell's duration expires. (No sanctified spell has a permanent duration.)

If a sanctified spell is made into a potion, scroll, wand, or some other magic item, the user of the item makes the sacrifice, not the creator. (The creator still pays the XP cost and gp cost for creating the item.) This sacrifice, specified in the spell's descriptive text, is paid each time the item is used.

Sanctified spells are specific to no character class. They are neither inherently arcane nor divine spells. A divine caster casting a sanctified spell casts it as a divine spell, and an arcane caster casts it as an arcane spell.

While wizards, druids, rangers, and paladins can all prepare sanctified spells, clerics have a special advantage: they can spontaneously cast any sanctified spell, just as they can spontaneously cast *cure* spells.

Animate with the Spirit

Conjuration (Summoning) [Good]
Level: Sanctified 4
Components: V, S, DF, sacrifice
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One corpse with HD equal to or less than your caster level
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

By casting this spell, you request your deity to send you the spirit of a good-aligned outsider (of 6 HD or less) of the deity's choice

to inhabit a corpse within range, which becomes animated by the spirit. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you can request that individual by speaking the name during the spell (though you might get a different creature anyway). The Hit Dice of the corpse to be animated (not counting class levels) cannot exceed your caster level.

The possessed body attacks your opponents to the best of its ability. If you can communicate with the possessing spirit, you can direct it not to attack, to attack particular enemies, or to perform other actions.

While the body is inhabited by the spirit, it is treated as if were still alive but possessed. It uses the outsider's Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, alignment, mental abilities, and any class levels it might have. The body regains the Strength, Dexterity, Constitution, hit points, and innate abilities of the creature the corpse represented when it was alive. For example, a sahuagin's body breathes water and a troll's body regenerates. The spirit can't choose to activate the host body's extraordinary or supernatural abilities, and the host body's spells and spell-like abilities do not stay with the body.

The spirit remains within the body until the spell is dismissed, the duration ends, or the host body is slain, at which point it returns to its original body with no ill effects.

Sacrifice Component: 1d3 points of Strength drain.

Benign Projection

Illusion (Shadow)
Level: Sanctified 6
Components: V, S, DF, sacrifice
Range: See text

This spell functions like *project image,* except as noted above and as follows. You can create an image of your entire body or just your face, and you can cause it to shed light as a candle at will. It can only mimic your actions and speech (you cannot direct it to perform other actions). The image can cast spells only from the schools of abjuration, divination, and conjuration (healing).

Sacrifice Component: 1d2 points of Strength damage.

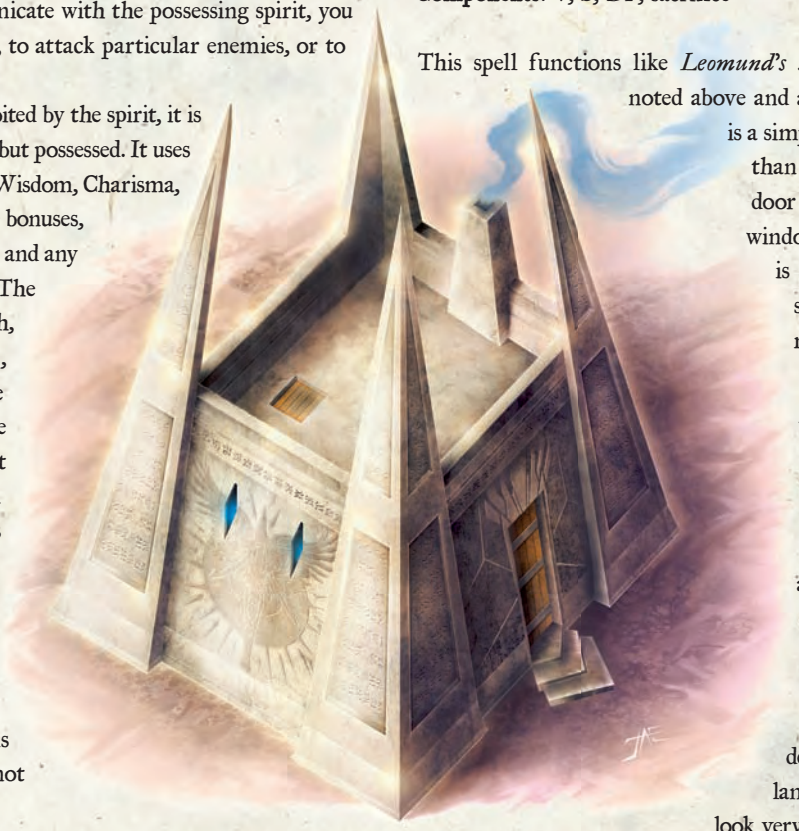
Celestial Fortress

Conjuration (Creation)
Level: Sanctified 4
Components: V, S, DF, sacrifice

This spell functions like *Leomund's secure shelter,* except as noted above and as follows. The structure is a simple flat-roofed fort rather than a cottage. It has a sturdy door and a fireplace but no windows; access to the roof is through a ladder and a sturdy hatch. The fortress resonates with the power of your deity's home plane, and it is protected by *consecrate* and *magic circle against evil.*

The fortress's appearance reflects your deity and deity's realm. For example, Mystra's forts created by this spell look like high-fantasy castles, those of Mulhorandi deities look native to their land, those of dwarven deities look very dwarflike, and so on.

Sacrifice Component: 1d2 points of Constitution damage.



A celestial fortress makes an ideal refuge for great heroes

Illustration by Jason Engle

Convert Wand

Transmutation
Level: Cleric 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Wand touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell temporarily transforms a magic wand of any type into a healing wand with the same number of charges remaining. At

the end of the spell's duration, the wand's original properties are restored, and any charges that were drained remain so. The spell level of the wand determines how powerful a healing instrument the wand becomes:

Spell Level	New Wand Type
1st	*Wand of cure light wounds*
2nd	*Wand of cure moderate wounds*
3rd	*Wand of cure serious wounds*
4th	*Wand of cure critical wounds*

For example, a 10th-level cleric can transform a *wand of lightning bolt* (3rd-level spell) into a *wand of cure serious wounds* for 10 minutes.

Create Lantern Archon

Conjuration (Creation) [Good, Light]
Level: Sanctified 3
Components: V, S, DF, sacrifice
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One lantern archon
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You sacrifice a small part of your own life force to create a new lantern archon (see page 16 of the *Monster Manual*) in the service of your patron. The lantern archon is not under your control but is friendly to you. It willingly performs one nonhazardous task of your choice taking up to 1 hour without requiring any payment. Alternatively, you can request that it perform a hazardous or longer task, but in this case payment is required—see *lesser planar ally,* page 261 of the *Player's Handbook,* for details on tasks and payment. Upon completion of the task, the lantern archon is magically transported to your deity's home plane.

Sacrifice Component: 1d2 points of Constitution drain.

Dawnshroud

Evocation [Light]
Level: Cleric 5, druid 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 10 minutes/level (D)
Saving Throw: Will half; see text
Spell Resistance: Yes

You cause the target to glow with the rosy light of the dawn. In addition to acting as a *daylight* spell, the light is harmful to oozes and undead. When the spell is cast, and at the beginning of each of your turns thereafter, such creatures take 1d6 points of damage if within the bright light of the spell (out to 60 feet) or 1 point of damage per round if within the shadowy illumination of the spell (more than 60 feet, out to 120 feet). If the subject is touched by such a creature using a touch attack, or if it hits the subject with a natural weapon or unarmed strike, it takes 1d6 points of damage + 1 point per caster level (maximum 1d6+15), with a Will saving throw for half damage.

If you cast this spell on yourself, you can suppress or restore this light as a free action once each round.

This spell was created by clerics of the church of Lathander, but they do not try to restrict its use to only those of their faith.

Disk of Solar Vengeance

Evocation [Fire]
Level: Initiate of Horus-Re 1
Components: V, S, DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level or until discharged (D)

This spell creates a disk of sunlike flames behind your head. The flames give you resistance to cold 5. In addition, if any creature strikes you with a natural attack, an unarmed strike, or a melee weapon that is not a reach weapon, it takes 1d6 points of fire damage +1 point per caster level (maximum +5) after dealing its normal damage to you. This instantly discharges the spell. If the attacker has spell resistance, it applies to this effect. Creatures wielding reach weapons, such as longspears, trigger this effect but are not subject to this damage if they attack you. You can also use the spell to attack as if it were a touch spell (a successful hit discharges the spell).

Dispel Silence

Abjuration
Level: Initiate of Milil 2
Components: S, DF
Casting Time: 1 immediate action
Target or Area: One *silence* effect

This spell functions like *dispel magic,* except as noted above and that it only works against effects that create an area of silence (*silence, Khelben's suspended silence,* and so on).

While you have this spell prepared, you gain a +2 competence bonus on Listen checks.

Eilistraee's Moonfire

Evocation [Light]
Level: Initiate of Eilistraee 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level or until discharged; see text
Saving Throw: None
Spell Resistance: Yes

You surround your hand or some other part of your body with light resembling moonlight. You can change the intensity from a faint glow equivalent to a candle to a clear, bright light equivalent to a torch. It varies in color as you desire, whether blue-white, soft green, white, or silver. You can use this moonfire as a melee touch attack that deals 2d6 points of cold damage +1 point per caster level (maximum +5). Whether or not the attack hits, the spell effect is discharged.

You can cause the moonlight to leave your body and move about as a single light similar to *dancing lights*. Once it leaves your body, the effect's duration is 1 minute per level, and the effect can no longer be used to attack.

Favor of Tymora

Abjuration
Level: Initiate of Tymora 2
Components: V, S, F
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/3 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a glistening aura of golden magical energy around the target creature. The creature gains a +2 luck bonus to AC.

Focus: A gold piece.

Faith Healing Wand

Transmutation
Level: Cleric 3

This spell functions like *convert wand* (see page 53), except you always transform the wand into a *wand of faith healing*[Mag], no matter what spell the wand normally contains.

Fleeting Fortune

Transmutation
Level: Initiate of Tymora 1
Components: V, S, DF
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round or until discharged
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with a bit of Tymora's luck, granting her a +5 luck bonus on a single skill check of her choice. Activating the luck bonus requires no action but must be declared before the skill check is rolled.

Golden Dragonmail

Conjuration (Creation)
Level: Sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Effect: One suit of magic armor
Duration: 1 hour/level (D); see text

You create a suit of shining golden full plate around your body. The armor is etched with a dragonscale pattern, an image of a gold dragon, or Torm's holy symbol (your choice when you cast the spell). It is treated as *+1 mithral full plate* for all purposes (including arcane spell failure chance), and you are treated as proficient with this armor. Removing or destroying the armor dismisses the spell. This spell has no effect if you are already wearing armor.

Torm the True is served by gold and silver dragons, and some of these dragons are the founders of ancient sorcerer bloodlines among the younger races. If you are a sorcerer, the armor also gives you resistance to fire 10.

Focus: A gold coin and a piece of mithral in the shape of a dragonscale.

Holy Fire Shield

Evocation [Cold or Fire; Good]
Level: Sanctified 4
Components: V, S, sacrifice

This spell functions like *fire shield*, except half the damage from the spell is fire (or cold) and the remainder is divine energy, similar to a *flame strike* spell. If you create a warm shield, the

flames are a beautiful golden-red. If you create a chill shield, the flames are a soothing blue-white.

Sacrifice Component: 1d3 points of Strength damage.

Horrible Taste

Transmutation
Level: Druid 1, initiate of the Holy Realm 1, ranger 1
Components: V, S
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 turn/level

Drawing upon the talents of some creatures of the insect world, you change your flesh to make it unpalatable to other creatures. Any creature that hits you with a bite attack becomes nauseated until the end of your next turn unless it succeeds on a Fortitude save.

Creatures immune to poison are unaffected by this spell.

Invisibility, Swift

Illusion (Glamer)
Level: Assassin 2, bard 2, initiate of Baravar Cloakshadow 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

This spell functions like *invisibility* except as noted above.

Lionheart

Abjuration
Level: Initiate of the Holy Realm 2, initiate of Nobanion 2
Casting Time: 1 immediate action
Duration: 1 minute

This spell originated in Nobanion's faith. It functions like *remove fear* except as noted above.

Love Bite

Evocation [Force]
Level: Initiate of the Holy Realm 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: Yes

This spell originated in Sune's faith. You determine at the time of casting what effect it takes.

Fleeting Kiss: The target feels the sensation of a brief, tender kiss on a visible part of her body or on her mouth if her body is completely covered. This effect is often used as a signal.

Love Bite: The target takes 1 point of damage.

In either case, if you are holding the charge on a touch spell of 2nd level or lower when you cast *love bite,* this spell also delivers the touch spell to the target as if you had touched it directly (normal saving throws and spell resistance for the touch spell applies, if applicable). You must make a melee touch attack as normal with a +2 bonus. This form of the spell always attacks from your direction and cannot flank targets as a creature can. Using this spell to deliver a held charge is an exception to the normal rule that casting another spell while holding a charge dissipates the held spell.

Portal Well

Transmutation
Level: Bard 2, cleric 2, druid 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Active *portal* touched
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

When you step into a *portal* affected by this spell, you can wait for a short time within an extradimensional space between the *portal*'s entrance and exit. This spell only works on a *portal* you are able to activate; for example, if you are an elf and the target *portal* doesn't work for elves, you can't use this spell on the *portal.*

The extradimensional space created by this spell is similar to that created by a *rope trick* spell but can only hold you and your gear (up to your maximum heavy load). When the spell ends, you exit the *portal* at either your point of entry or the *portal*'s destination.

While within this extradimensional space, you can see the origin and destination locations, though the images are blurry (much like viewing the Material Plane from the Ethereal Plane). *Dispel magic* or *gate seal* traps you within the extradimensional space for as long as the *portal* is negated or sealed (as would surrounding both ends with a dead magic area). *Mordenkainen's disjunction* or some other effect that destroys a *portal* outright forcibly ejects you from one random end of the *portal* and deals 5d6 points of damage to you.

This spell originated in Shaundakul's church and is hard to find elsewhere.

Arcane Material Component: A silver wire tied in a knot.

Rend Shadow Weave

Abjuration
Level: Cleric 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 minute
Range: Close (25 ft. plus 5 ft./2 levels)
Effect: One 10-ft.-cube area of the Shadow Weave
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You damage the Shadow Weave, creating an area of dead magic that only affects the Shadow Weave rather than the Weave.

While you have this spell prepared, you get a +2 competence bonus on caster level checks to dispel Shadow Weave effects.

Material Component: A moonstone worth at least 50 gp.

Runic Marker

Conjuration (Creation) [Earth]
Level: Cleric 4
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One stone pillar
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

You create a slender stone pillar 2 feet in diameter and 6 feet tall. It can be square, cylindrical, hexagonal, natural-looking, or any similar shape. It must be solid and complete (without hollow spaces or secret compartments). When you create the *runic marker*, you can also have a message of up to twenty-five words inscribed upon it.

The *runic marker* also bears a *glyph of warding* (blast glyph only). In addition to the normal trigger conditions available for a *glyph of warding*, you can set it to activate if the pillar ever takes damage from a magical effect. When the *glyph of warding* effect activates, the *runic marker* is destroyed, leaving nothing behind.

Material Component: One vial of holy water.

Shard Blessing Aura

Abjuration
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

This spell creates an aura of shimmering blue-white light similar to moonlight that fills your space and moves with you. The aura sheds light equal to a candle. This aura functions like a *lesser globe of invulnerability*. If you are a sorcerer and Selûne is your patron, the aura also grants you the benefit of *protection from evil*.

The spell is named for the Shards, planetar servants of Selûne drawn from the ranks of her greatest priestesses. Because some shards return to Faerûn to visit their mortal lovers, supernatural bloodlines (usually aasimar, but not always) with ties to Selûne exist in some parts of the world.

Material Component: A moonstone or other polished white stone.

An elf wizard protects himself with silver dragonmail

Illustration by Lucio Parrillo

Silver Dragonmail

Conjuration (Creation)
Level: Sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Effect: One suit of magic armor
Duration: 1 hour/level (D); see text

You create a shining silver breastplate around your body. The armor is etched with a dragonscale pattern, an image of a silver dragon, or Torm's holy symbol (your choice when you cast the spell). It is treated as *+1 mithral breastplate* for all purposes (including arcane spell failure chance), and you are treated as proficient with this armor. Removing or destroying the armor dismisses the spell. This spell has no effect if you are already wearing armor.

Torm the True is served by gold and silver dragons, and some of these dragons are the founders of ancient sorcerer bloodlines among the younger races. If you are a sorcerer, the armor also gives you resistance to cold 5.

Focus: A silver piece and a piece of mithral in the shape of a dragonscale.

skin of the steel dragon

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/3 levels

This spell grants you spell resistance equal to 10 + your caster level. If you are a sorcerer, this spell also grants you a +5 resistance bonus on saving throws against poison.

Some of Mystra's servants are steel dragons, shapeshifting creatures who love living among humanoids. Some sorcerers claim their magic comes from a long-ago dragon ancestor, one of the first steel dragons to serve Mystra in Faerûn.

Material Component: A piece of steel in the shape of a seven-pointed star or a steel holy symbol of Mystra's faith.

spellsong

Transmutation
Level: Initiate of Eilistraee 6
Components: V, S, DF
Casting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous

When you cast this spell, you immediately prepare one spell of 4th level or lower in this spell's slot. The spell must be a spell you could normally prepare in that slot (for example, you could not prepare a wizard spell or a domain spell). The spell works like any spell prepared in the normal manner, including requiring the normal components.

Like a bard spell, casting *spellsong* always requires a verbal component, and you cannot use Silent Spell or similar effects to cast the spell without a verbal component.

spellsong, lesser

Transmutation
Level: Initiate of Eilistraee 3

This spell functions like *spellsong*, except you can use it only to prepare one spell of 1st level or lower in this spell's slot.

spiderbind

Transmutation
Level: Cleric 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One spider or spiderlike creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

An affected creature moves and attacks at a drastically reduced rate, as the *slow* spell. It can only take a single move action or standard action each turn, but not both (nor can it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

In addition, any attack by the creature that would normally include poison (such as a spider's bite) does not do so, but all other effects associated with that attack apply. For example, if an aranea subject to *spiderbind* cast a touch spell and then bit a creature, the attack would deal normal bite damage and trigger the touch spell, but the bite would not inject poison.

While you have this spell prepared, you get a +2 circumstance bonus on saving throws against poison.

Clerics of Eilistraee created this spell to help battle the many spiderlike creatures that serve Lolth. Araneas, bebiliths, chitines[Mag], choldriths[Mag], driders, ettercaps, myrlochars[Mag], phase spiders, retrievers, and yochlols are sufficiently spiderlike to be affected by this spell. For a more complete list of creatures that qualify as spiderkind, see page 30 of *Underdark*.

stars of arvandor

Evocation [Force, Good]
Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: See text
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

You create one twinkling star per level (maximum ten stars). These minute starbursts orbit your head like *ioun stones*. As a swift action, you can launch one star at a target you designate within range. Alternatively, as a standard action, you can launch up to three stars at one or more targets within range. You can only launch stars once per round. You must make a ranged touch attack for each star.

Against non-evil targets, each star deals 1d8 points of nonlethal damage; evil targets take 1d8 points of lethal damage instead.

stars of Mystra

Evocation [Force, Good]
Level: Cleric 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: See text
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You create one twinkling star per three levels (maximum five stars). These minute starbursts orbit your head like *ioun stones*. Beginning on the turn you cast the spell, you can launch one star as a swift action at a target you designate within range. You must make a ranged touch attack for each star.

Each time an evil creature is hit by a star, it must make a saving throw or lose a prepared spell or spell slot as if the creature had used it to cast a spell. The level of the lost spell is 4th (or the highest spell level lower than 4th in which the caster has at least one remaining prepared spell or spell slot). If the target prepares spells, determine the specific lost spell randomly. If the creature has spellcasting ability from more than one class (such as a 4th-level cleric/4th-level ranger), determine the affected spellcasting class randomly.

The stars have no effect on nonspellcasters.

stars of selûne

Evocation [Cold, Force]
Level: Cleric 4
Saving Throw: None

This spell functions like *stars of Mystra*, except as noted above and as follows. Each star deals 1d8 points of force damage and 1d8 points of cold damage to the target.

stormvoice

Evocation [Sonic]
Level: Initiate of Horus-Re 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D) or until discharged

Your voice is amplified greatly. Subtract 10 from the DC of Listen checks made to hear you talking (even whispering). You also gain a +2 competence bonus on Intimidate checks.

While this spell is active, you can use a swift action to create a 15-foot-long cone-shaped burst of intense sound with a shout. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Doing this discharges the spell.

Creatures that cannot hear are not stunned but are still damaged.

Thunderstroke

Evocation [Electricity]
Level: Initiate of Anhur 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You call down a bolt of electricity, which unerringly strikes the target and deals 1d6 points of electricity damage per caster level (maximum 5d6). A small rumble of thunder accompanies the bolt, which is as loud as a battle (Listen DC –10 to hear it).

vision of punishment

Divination [Mind-Affecting]
Level: Sanctified 1
Components: V, DF, sacrifice
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One evil living creature
Duration: 1 round/3 levels
Saving Throw: Will partial
Spell Resistance: Yes

You give the target a vision of what awaits it in the afterlife. Since most evil creatures go to an evil plane where they take the form of a lowly and much-tortured petitioner (barring special arrangements with evil gods or fiends that grant them higher status in the afterlife), this is usually a gut-wrenching vision. The target is nauseated; if it makes its saving throw, it is instead sickened (see page 301 of the *Dungeon Master's Guide* for definitions of these conditions.

Sacrifice Component: 1d2 points of Strength damage.

Weapon Special Abilities

Two new weapon special abilities are introduced here.

Homeland Champion

This weapon ability invokes a mystical tie between the weapon and a particular country (determined at the time of creation). When the weapon is wielded by a character with the Defender of the Homeland feat (see page 28) whose homeland matches the weapon's associated country and it is used against an evil creature within this homeland, its enhancement bonus increases by 2 and it deals an extra 2d6 points of damage. Bows, crossbows, and slings so crafted bestow the homeland champion quality upon their ammunition. A hit by the weapon bestows one negative level on any enemy of the weapon's homeland. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, Defender of the Homeland; Price +1 bonus.

Sacrificial Smiting

Only melee weapons can have this special ability. Useable only by paladins or characters able to smite evil, this good-aligned weapon property allows the wielder to sacrifice some of her own vitality to gain extra uses of smite evil. By accepting one negative level, the wielder can use smite evil on a creature struck by the weapon even if the wielder has expended all her uses of smite evil for the day. For example, Aelryndai Martyr-Sister is a 10th-level paladin with 14 Charisma; even though she has expended all of her own smite evil uses against her enemies today, she can call upon the power of her sacrificial smiting weapon, accept a negative level, and smite again to gain +2 on the attack roll and +9 on the damage roll (normally +10, but 1 lower because of the negative level). The wielder decides at the time of the attack whether to make the sacrifice, instantly applying the effect of the smite and the negative level to her attack roll and damage roll. The negative level gained by this sacrifice lasts for 24 hours, never results in actual level loss, and cannot be overcome in any way (including *restoration* spells).

This weapon ability was devised by paladins of Ilmater, and weapons with this ability are sometimes called martyrsmite weapons.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, creator must be a paladin; Price +1 bonus.

Magic Items

This section describes an assortment of magic weapons, armor, rings, wondrous items, and artifacts of special interest to valorous heroes.

Albruin

Albruin is a powerful magic sword coated in silver, which makes it effective against undead and lycanthropes. It is intelligent, with a mischievous personality that may drag you on unplanned adventures. You are but the latest in a long and varied line of wielders who have ranged from Cormyr to Impiltur to the Moonsea, with many adventures along the way.

History: *Albruin* is believed to be the creation of the long-dead smith Surdee, who was famous in his day for the craftsmanship of his work that came out of the forges of ice-bound Glister, where he worked ore fresh from the mines above the city on the edge of the glacier. The blade itself evades questions about its origins: It has no markings or definite touches of workmanship that identify *Albruin* as the work of anyone in particular.

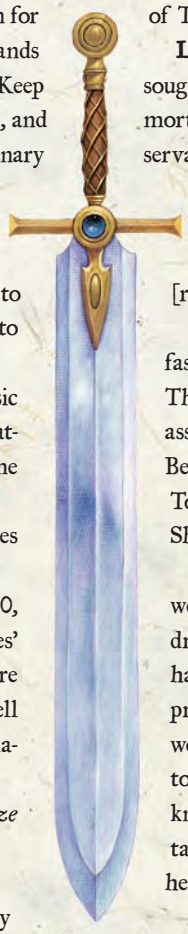
Albruin was held for decades in the royal house of Cormyr, kept as a family treasure but seldom (due to its alignment) borne by the kings of that land. It was stolen from the palace at Suzail in the Year of Daystars (1268 DR) by the thief Nypan ("Nipe"), a halfling who was soon arrested in Wheloon by soldiers of Cormyr and slain when he attempted to escape. Nipe did not have the blade when seized, and he did not reveal its whereabouts. It was rumored among the thieves of that place that Nypan sold it to a "gray trader" (fence) named Blusken Shult, who delivered the sword to a waiting buyer.

The blade's whereabouts were uncertain until the Year of the Wandering Waves (1292 DR), when a lady of high birth in Selgaunt, one Shamur Karn (later Uskreven), found the blade left behind in her bedchamber by a visitor fleeing the city guard. He never returned, and Shamur sold it in the Year of the Talking Skull (1293 DR) before she disappeared. The sword was bought by a recruiter visiting the city of Selgaunt on matters of trade (gold for mercenaries) on behalf of Prince Thaum of Telflamm. With his army in tow, Thaum sailed across the Easting Reach

and sacked the city of Sarshel with complete surprise. During the fighting, Thaum came to covet the blade Albruin, and so the prince had its bearer murdered in an ambush by his own men so that Thaum could seize it for his own.

After Thaum's death, Albruin was acquired by Adjuz, one of Thaum's warriors, who took it back to the Dalelands. He perished at the hands of brigands along the Moonsea Ride, but not before he had sought out the sage Elminster of Shadowdale to ascertain its powers.

After the death of Adjuz, the trail of the sword is hidden for some eight winters, but it is known to have been in the hands of the mercenary general Malakar on this visit to Zhentil Keep in the spring of the Year of the Broken Helm (1302 DR), and was identified by the sage Murail of Sarbreen when a mercenary warrior sought him out to learn the blade's properties in that city in the Year of the Catacombs (1308 DR). Albruin has not been seen since, but Elminster is known to have observed that its plain appearance and ability to control many of its bearers has certainly contributed to this anonymity.



Albruin

Illustration by Wayne England

Description: Somewhat broader in blade than a classic longsword, Albruin gleams with the sheen of its silver coating. The blade is otherwise unremarkable, making its name known to would-be bearers only through telepathy.

Activation: Albruin is a *+3 silvered longsword*. It does not radiate light.

Effect: *+3 silvered longsword;* AL CN; Int 17, Wis 10, Cha 17; Speech (Common, Elven, Undercommon, thieves' cant); telepathy; 120 ft. darkvision and hearing; Ego score 16. It sheds an eerie blue radiance equivalent to a *light* spell (bright illumination in a 20-foot radius, shadowy illumination in a 40-foot radius) when drawn.

Lesser Powers: *Cure moderate wounds* 3/day, *neutralize poison 1/day* (wielder only), *read magic* at will.

Greater Power: *Invisibility purge* (30 ft. range) 3/day.

Personality: Albruin has the heart of a scamp, eternally curious yet easily distracted and given to making mischief. Commissioned by a Dambrathan half-drow prince who fled the reach of Queen Ausitil for the Great Grey Land of Thar and sought a boon companion, the blade's intended recipient never received the sword because Albruin induced a smith at Surdee's forge to steal it away ere the prince arrived to claim his weapon. Albruin has little interest in notoriety and seeks only wielders who take it to a steady stream of interesting locales. Although not heroic by nature, the sword enjoys the immediate accolades of heroism, and is thus much more likely to prefer a good-aligned wielder to an evil one. Albruin is most likely to exert the strength of its personality when a mysterious ruin is in the offing, yet its wielders seem inclined to seek adventure elsewhere.

Aura/Caster Level: Moderate evocation. CL 9th.

Construction: Craft Magic Arms and Armor, *cure moderate wounds, invisibility purge, neutralize poison, read magic,* 25,030 gp, 1,970 XP, 50 days.

Weight: 4 lb.

Price : 49,565 gp.

Chalsembyr's Heart

This beautiful greatsword is a unique and intelligent weapon with ties to the temple of Torm. Sadly, it was lost, and many paladins of The True seek it throughout Faerûn.

Lore: Many among those who follow Torm have long sought to know the location of the Loyal Fury's ancient mortal kingdom of Chalsembyr. Some of his most devout servants have dedicated their lives to finding it, wandering during most of their lifetimes in search of clues. One such intrepid explorer was Bertold the Seeker, a paladin of extraordinary dedication and selflessness. (Knowledge [religion] DC 10)

Legend says that Bertold carried with him a greatsword fashioned by clerics of the House of the Hand in Procampur. This weapon, known as *Chalsembyr's Heart,* was designed to assist him in his quest to find Chalsembyr. As it happened, Bertold was ambushed and killed by ogres while crossing the Toadsquat Mountains on the southern edge of the Eastern Shaar. (Knowledge [religion] DC 15)

There was a quality the clerics had imbued in the weapon that Bertold did not know about. Instead of being drawn to the House of the Triad upon his death as he had expected, Bertold's soul was drawn into the sword, preserved there so that his knowledge of Chalsembyr would not be lost. It remained there, waiting for another to come along and claim it—and, by extension, Bertold's knowledge. The legend suggests that should another paladin take *Chalsembyr's Heart* as her own blade, she will upon her death be destined to take Bertold's place in the sword, finally freeing Bertold himself to join his lord in the House of the Triad. Each successive paladin who dies in the service of Torm while wielding the greatsword will similarly serve as a guide in sword form for future seekers of Chalsembyr. (Knowledge [religion] DC 30)

Description: *Chalsembyr's Heart* is a greatsword masterfully crafted of cold iron with a lion motif throughout. The iron itself has been tinted in gold, and the point where the cross guard and the blade meet bears a raised head of a lion face-on on one side and in profile on the other. The cross guards themselves appear as lion's paws, and the base of the hilt—which is wrapped in white leather bound in gold wire—holds one large brilliant-cut white diamond surrounded by five fiery yellow rectangular corundums. The words "Seek the High Seat Always" in Celestial are etched along both sides of the blade.

Prerequisite: In the hands of others, *Chalsembyr's Heart* is simply a *+2 cold iron greatsword.*

Effect: *+5 holy cold iron greatsword;* AL LG; Int 13, Wis 14, Cha 16; telepathy, 120 ft. vision and hearing, read languages; Ego score 24.

Lesser Powers: 10 ranks in Decipher Script (total modifier +11) and 10 ranks in Knowledge (history Chalsembyr) (total modifier +11).

Greater Power: *Detect thoughts* at will.

Special Purpose: Find Chalsembyr.

Dedicated Power: Sword can perform a benevolent form of *soul bind* on a paladin of Torm upon death.

Aura/Caster Level: Strong evocation [good]. CL 20th.

Construction: Craft Arms and Armor, *miracle,* 51,450 gp, 8,920 XP, 52 days.

Weight: 8 lb.

Price: 100,450 gp.

Dornavver

Dornavver, also known as Demonbane, is a legendary scourge of fiends from the Lower Planes, borne by a succession of paladins to cleanse Faerûn of their taint. You carry a legendary weapon that makes even the most powerful demons quail.

History: Named for the master swordsmith who forged it, *Dornavver* is only rarely called by its true name. Most sages and historians prefer the imagery that springs to mind when it is referred to as Demonbane, and many tales and fragments of lore surrounding the blade refer to it in this fashion. The sword was fashioned in the Year of the Wrath Sword (275 DR) in response to the proliferation of evil artifacts created during the reign of the Qysar Shoon IV of the Shoon Imperium. Relics such as Kuraltaar "the Demonshield," Jaralth "the Fiendspike," and Morthinmar "the Sallet of Sorrow" convinced the clergy of Ilmater that the faith required more than just prayer to combat the spread of evil throughout the South.

As recorded in the book *Relics of the Righteous* by the Sage of the Just Gods, Thontoros the Learned, the Feast of the Moon in Uktar of 275 DR saw a great, holy gathering at the ancient stone circle known as Allyn's Anvil, where the legendary Demonsbane shields had been consecrated by the Just God himself more than two centuries before. Present were Archsufferer Irmakul "Bloodthews" of Memnon, Revered Brother Filithan of Bormton (a now-ruined village north of present-day Trademeet), Exalted Servant Volshur the Crooked, and a host of other senior priests of the Crying God. On that night, their fervent prayers, interspersed with their cries of suffering, infused *Dornavver* with its mighty enchantments.

The sword was entrusted to the Holy Warriors of Suffering, a knightly order of paladins affiliated with the Church of Ilmater that at the time had its fortress at what is now known as Castle Dasaajk, east of the Purple Hills. It is known that over one hundred winters after the sword was entrusted to the Holy Warriors, one of their number took up the blade and traveled north, coming to the tower of Uldoon, "the Mage of Fangs." The wizard Uldoon was a ruthless—some say insane—spellhurler who consorted with many denizens of the Lower Planes. He established the small realm of Torsil in the lands north of the Cloud Peaks and grew fond of summoning fiends of all types to send against rival holds that bordered his realm, as well as the elves of Askavar, who had their homes in nearby Glimmerwood (the present-day Wood of Sharp Teeth). The tale of how this unnamed paladin, wielding the mighty *Dornavver,* vanquished Torsil and the fiends therein is recounted in a ballad titled "Uldoon's Doom," a popular song still sung by bards of the Sword Coast today.

After the fall of Torsil, the blade known as Demonbane was taken by its wielder west of the Heartlands and disappeared from recorded history for over a century. It is known that during the tragic procession of battles that preceded the fall of Myth Drannor, many Dalesmen and more than a few War Wizards of Cormyr took up arms to assist the elves and other races who called the City of Songs home. The court records of King Draxius the Neverdying of Cormyr recount how the ambitious Mindal Rowanmantle, a noble younger son, gathered a ragtag army of volunteers made up of Dalesfolk and warriors of Cormyr and led them to fight alongside the forces of Cormanthyr. The only known description of this campaign is found in the diary of the War Wizard Landraul Skatterhawk, which now rests in the Royal Cormyrean Archives in Suzail. Landraul wrote about a blade that fit the description of *Dornavver* as being in the possession of the paladin Sarshel Elethlim and wielded by him in the Battles of Snowsblood Trail and Standing Stone's Blood during the Year of the Firedrake (713 DR).

Sarshel Elethlim went on to lead the Triad Crusade against the fiend army that overran and despoiled Impiltur more than a decade after the fall of Myth Drannor. Sarshel wielded *Dornavver* throughout the many battles of the Fiend Wars (729–732 DR) and used it to devastating effect when he shattered the *Crown of Narfell* in the Citadel of Conjurers, breaking the power of Orcus over the last demon army and sending it into headlong retreat. His bravery and leadership saw him crowned king of Impiltur, and *Dornavver* became one of the royal blades of the kingdom. After the death of Sarshel, Demonbane was borne, but seldom wielded, by monarchs of the realm, out of reverence for the man who had led the realm out of darkness. In the years that followed, the sword was employed in battle only twice. In 786 DR, Prince Nord and his brothers donned all the holy regalia of Impiltur, including the legendary Demonsbane shields, to banish the balor Ndulu and his demon host from their realm. In that storied battle, Nord wielded *Dornavver* and gained for himself eternal glory.

The only other time that Demonbane was wielded in battle prior to the fall of Old Impiltur in 926 DR was during the time of King Beldred. His reign is famous for "the Scouring," a year-long campaign in the Year of the Empty Throne (850 DR) that saw the young king lead an army of holy knights deep into the depths of the Rawlinswood, slaying and driving forth pockets of demons that had survived the Fiend Wars. While this campaign averted an age-old threat to the kingdom, it unfortunately released a horde of harried demons on the tribes of Narfell to the north of Impiltur. The tribesmen sought their revenge on Impiltur in the Year of the Risen Sword (893 DR) when they united under the chieftain Galush and rode forth to invade the realm and claim, as the sage Ithyran described, the "warm lands of their ancestors." Despite being defeated at the Battle of Twelvepikes on the banks of the Soleine River, the nomads managed to do great damage to the outlying eastern borders of the realm, but did little to weaken the realm proper. Their defeat and the death of their leader saw the nomad horsemen turn tail and flee back to the Nar steppes, closing another chapter in Impiltur's "golden age."

Dornavver

Illustration by Ralph Horsley

As with all the other blades of Imbrar's Royal Guard that make up Soargar's Legacy, *Dornavver* was safely kept by the Mage Royal Soargar in his tower in Lyrabar until the victory of Imphras the Great over the hobgoblin hordes in the Year of the Dawndance (1095 DR) and the reestablishment of the monarchy two years later. Most sages and historians of Impiltur believe that King Imbrar himself wielded Demonbane when he marched north from his lands in 1127 DR to quell the hobgoblin menace stirring once again in the Giantspire Mountains; others state that he gave the blade to his general and commander of the Royal Guard, Lord Osper Wellhaven. The only thing that the sages seem prepared to agree on is that the whereabouts and fate of *Dornavver* remain a mystery that is yet to be solved.

Description: *Dornavver* is forged of some unknown alloy, and its blade is multihued. The long hilt is wrapped with silver wire and the crosspiece is also plated with this holy metal. The pommel is etched with the symbol of Ilmater, the Broken God.

Activation: The sword is a *+3 outsider bane bastard sword*. Its bane special ability functions only against evil outsiders. It glows with a cold, blue light (equal to a *light* spell in effect) when brought within 60 feet of a demon.

Effect: The bearer of the blade is rendered immune to charm effects created by demons, and is granted a +3 bonus on all saves against spells, spell-like effects, and supernatural abilities employed by demons. Any demon struck by the blade must make a DC 20 Will save or be blocked from summoning others of its kind for the next hour. Finally, the bearer of *Dornavver* receives Improved Initiative as a bonus feat.

The blade bestows one negative level on any evil creature that holds it. The negative level remains as long as the sword is in hand and disappears when it is no longer carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is held.

Demonbane is legendary among demonkind, and can be readily recognized by any demon with a successful DC 10 Knowledge (the planes) or Intelligence check. The bearer receives a +2 circumstance bonus on Intimidate checks against demons that recognize the blade. The attitude of any demon seeing this blade immediately shifts to hostile (see page 72 of the *Player's Handbook*) with respect to the wielder. Most demons will immediately communicate the sword's location and ownership to their fellows once they learn of it.

Aura/Caster Level: Strong evocation. CL 11th.

Construction: Craft Magic Arms and Armor, Improved Initiative, *banishment, detect evil, holy smite, searing light, summon monster I*, creator must be good, 131,335 gp, 10,480 XP, 131 days.

Weight: 6 lb.

Price: 262,335 gp.

Dukar Hand Coral

This living, magic coral is the legacy of the Dukars, an almost lost order of peacekeeping aquatic wizards living in the Sea of Fallen Stars. When implanted under the skin of the palm, it accelerates the host's ability to heal and helps him breathe air (if a water-breather) or survive underwater (if an air-breather). The Dukar wizards know how to activate other latent abilities within the coral (see the Dukar substitution levels on page 38).

Lore: The Dukar are an order of wizards in the Sea of Fallen Stars that tries to preserve peace between the often-hostile races

living in that body of water. (Knowledge [history] or Knowledge [arcana] DC 20)

The wizards are known for their magical coral implants and extreme specialization in certain schools of magic. Most of the order's members were wiped out in some long-forgotten conflict and only a handful remain. (Knowledge [history] or Knowledge [arcana] DC 25).

Description: This piece of coral is about the size and shape of a medallion, three inches across but barely thicker than a coin. It has a convoluted texture, almost like a maze, and has many colors—pink, pale blue, yellow, and green in seemingly random patterns.

The coral feels slightly rough and smells like saltwater. If immersed in salt water, it glows faintly for a moment, then returns to normal. The coral absorbs water if it has been dry for a long time, then feels a little damp for days afterward.

Activation: The coral has to be implanted under the skin of the palm to function. Cutting the hand deeply and touching the coral to the wound is enough to make this happen (the coral pulls itself into the wound and seals the injury shut behind it). The Dukar normally do this as part of an initiation ceremony, but the ceremony is not required. Once implanted, the coral immediately starts working. The coral ejects itself automatically from a slain creature, and the host of the coral can will it to eject itself from his living flesh, causing 1d4 points of damage in the process and wounding that hand (see Variant: Damage to Specific Areas on page 27 of the *Dungeon Master's Guide*). The coral does not interfere with the use of that hand or magic items on the hand or arm in any way. The palm looks normal except for a pattern of bumps and ridges under the skin.

Effect: Implanted coral increases the host's healing rate; add his Hit Dice to the number of hit points per day he recovers from resting (thus a character resting heals damage equal to his Hit Dice × 2 per day, and a person resting under long-term care heals damage equal his Hit Dice × 3 per day).

The coral slowly regenerates the host's lost limbs and other destroyed tissue, taking 1d2 days to regenerate a missing eye and 2d8 days to regrow a missing limb. If the hand with the implanted coral is lost, the host's body cannot use the coral's power to regenerate, nor can the hand regenerate an entire body. This ability does not give the host the regeneration ability described on page 314 of the *Monster Manual* (it doesn't cause most attacks to do nonlethal damage, and so on).

The coral helps an aquatic host extend how long he can breathe air. For example, an aquatic elf can normally survive out of water for 1 hour per point of Constitution before starting to suffocate, whilea sahuagin can last 1 hour per 2 points of Constitution. Treat the host's Constitution score as 10 points higher for the purpose of determining the host's ability to survive out of water (so an aquatic elf host with Constitution 10 can last 20 hours instead of 10 before starting to suffocate, and a sahuagin host with Constitution 10 could last 10 hours instead of 5).

The coral helps an air-breathing host make better use of his air while holding his breath underwater. Treat the host's Constitution as 10 points higher for determining how long he lasts before needing to make Constitution checks.

Implanted coral reacts to the presence of other hosts, glowing eerily (light is equivalent to a candle) when it comes within 10 feet of another host creature. The Dukar use this as a symbol of recognition, greeting each other palm-out.

Though the coral is a colony of living creatures, treat it as an object for all game purposes.

Aura/Caster Level: Faint conjuration. CL 3rd.

Construction: Craft Wondrous Item, *heal* or *minor creation, water breathing,* 800, 64 XP, 2 days.

Weight: —

Price: 1,600 gp.

Faith Token

A *faith token* is a minor magic item attuned to a particular deity. These tokens normally bear a single cantrip or orison related to the deity's portfolio or dogma.

Lore: *Faith tokens* are usually given as gifts to exceptional members of a church or to someone who performed a significant but not life-saving service. (Knowledge [religion] DC 10)

Among good churches it is customary to for a bearer to give a *faith token* to another follower of his deity when he no longer has need of it or if he finds someone who needs it more than he does. (Knowledge [religion] DC 15)

Description: This small piece of jewelry looks like a simple necklace with a small charm stamped or carved with a holy symbol. A *faith token* and its necklace can be metal, wood, bone, or any material appropriate for the deity in question. When activated, a *faith token* can glow, make noise, flash brightly, or change temperature, depending on its function and its deity.

Prerequisite [optional]: A *faith token* only works for a worshiper of the deity whose holy symbol it bears.

Activation: *Faith tokens* are command word activated, usually requiring a few words of prayer (such as "Ilmater protect me"), but sometimes the deity's name is sufficient.

Effect: A *faith token* usually has embedded within it one 0-level spell usable twice per day. Some of them have two spells, each usable once per day. The following are common faith token spells associated with particular deities.

Arvoreen—*message, virtue*
Chauntea—*mending, naturewatch*[Mag]
Corellon Larethian—*detect magic, summon instrument*
Eilistraee—*ghost sound, guidance*
Garl Glittergold—*prestidigitation, virtue*
Hanali Celanil—*minor disguise*[Mag]
Helm—*virtue*

Horus-Re—*flare, message*
Ilmater—*cure minor wounds*
Lathander—*light*
Lurue—*cure minor wounds, light*
Mielikki—*detect poison, know direction*
Moradin—*resistance*
Oghma—*songbird*[Mag]*, summon instrument*
Selûne—*light, lullaby*
Sune—*daze, minor disguise*[Mag]
Torm—*guidance, virtue*
Tymora—*guidance*
Tyr—*resistance, virtue*
Yondalla—*open/close, purify food and drink*

Aura/Caster Level: Faint (school depends on individual item). CL 1st.

Construction: Craft Wondrous Item, appropriate spell or spells, 150 gp, 12 XP, 1 day.

Weight: —.

Price: 300 gp.

Flying Hunt Armor

This dull gray armor made of glassteel (see the sidebar) is granted to every new member of the Knights of the Flying Hunt on Nimbral for as long as they are considered Novice Knights. It provides magical protection from blows and also grants a soft landing if the wearer falls from the saddle while flying.

Lore: This armor cannot usually be purchased; only the Nimbral Lords and certain powerful mages from Halruaa know the secrets of its manufacture, and the Nimbral Lords typically magically attune the armor to its designated wearer, making it useless to anyone else. (Knowledge [arcana] DC 15)

Description: *Flying hunt armor* is full plate armor crafted from glassteel, but it is tinted a dull gray color and does not glow, as does *storm armor* (see below).

Prerequisite: Only characters with at least one level in the Knight of the Flying Hunt prestige class are granted the use of this practice armor.

Effect: *Flying hunt armor* is *+1 glassteel full plate armor*. The armor also functions as a *ring of feather falling* (see page 232 of the *Dungeon Master's Guide*).

Aura/Caster Level: Faint abjuration; CL 5th.

Construction: Craft Magic Arms and Armor, *feather fall*, 12,650 gp, 160 XP, 4 days.

Weight: 25 lb.

Price: 14,650 gp (but see Lore, above).

Hadryllis

Hadryllis is the founding sword of Rashemen, wielded by the hero Yvengi to drive the scourge of Nar-summoned demons from the land. The legendary Bane of Eltab, as it is also known, is said to be capable of expunging the curse of the Demonlands from the nations that border the Easting Reach.

History: *Hadryllis* is the legendary magical blade of Yvengi. With the aid of Hadryllis, the half-Rus/half-Rashemi hero liberated Rashemen from the rule of Eltab, the Lord of the Hidden Layer, in the Year of Leather Shields (–75 DR), driving the demon prince and his minions from the land.

The origins of *Hadryllis* are lost in the mist of time, but it appears to be of Raumathari origin, suggesting it was given to Yvengi by the wychlaran[Una], commonly known as the Witches of Rashemen, a secret sisterhood formed in the dying days of Raumathar to preserve that empire's magical lore. The blade may

glassteel

Made by the avariels and sun elves in an alchemical process requiring extensive knowledge of both metallurgy and glass-blowing, glassteel combines strength beyond iron with the transparency of glass. It mostly finds use as a building material in fantastic castles, but it can also be fashioned into weapons and armor (although glassteel armor is much more costly to craft than even the most ornate blade). Glassteel is stronger and lighter than iron and completely transparent, lacking the greenish tint of common glass.

Items made of glassteel weigh only half what they otherwise would. Items not primarily made of metal are not meaningfully affected by being partially made of glassteel. (A breastplate can be made of glassteel, but hide armor cannot.)

Glassteel armor counts as one armor category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Arcane spell failure chances for armors and shields made of glassteel are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

Glassteel has hardness 20 and 40 hit points per inch of thickness. Weapons and armor fashioned from glassteel are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons nor the armor check penalty of armor.

Item Cost Modifier: light armor +2,000 gp, medium armor +6,000 gp, heavy armor +12,000 gp, shield +2,000 gp, weapon +500 gp, other items +100 gp/lb.

This description updates and supersedes previous descriptions of glassteel.

have been forged by the first vremyonni[Una], commonly known as "Old Ones," male Rashemi arcane spellcasters who specialize in the creation of magic items. Lending some credence to this belief, the vremyonni speak of a "great blade forged by the gods and given to the captain of Raumathar's armies to shatter the most unholy working of the Nar demonbinders."

After Eltab's defeat, a succession of Iron Lords of Rashemen wielded *Hadryllis* as the Rashemi sword of state. The sword was lost during the rebellion of Bregg the Strong (189–194 DR), who fomented an insurrection against the wychlaran after they refused to name him Iron Lord. The blade briefly reappeared in the markets of Kensten[LE] (now Bezantur) several years later, only to be purchased by a cleric of Anhur and brought back to the Mulhorandi city of Sultim.

An incarnation of Anhur used the sword to great effect during the War of Claws (202–204 DR), an ill-fated invasion of southern Unther and Mulhorand by the Arkaiuns of Eltabranar. Eltab was defeated on the field of battle and imprisoned beneath the Thaymount through the use of the weapon's magic.

After the war, *Hadryllis* was returned to the Blood Fortress of Sultim , where the church of Anhur believes it remains, hidden away in an ancient subterranean armory in case Mulhorand finds cause to defend itself against the machinations of Eltab once again. In truth, the sword was stolen several centuries ago by the witches of Rashemen and has been replaced by an excellent forgery.

Since returning to Rashemen, *Hadryllis* has been held by a succession of Iron Lords, but none have wielded it openly, because the wychlaran have instructed them to keep it hidden in reserve in case Eltab ever returned. In the Year of the Shield (1367 DR), after an earthquake wracked the Thayan city of Eltabbar, the wychlaran detected Eltab's escape from his Zulkir-constructed prison. The wychlaran then instructed the reigning Iron Lord to give *Hadryllis* to a band of adventurers who had just stopped an invasion of Rashemen by Thay. The adventurers used the blade to defeat Szass Tam's plot to bind Eltab to the Thaksoril's seat with the nine Runes of Chaos, but the Lord of the Hidden Layer escaped as a result. Although the adventurers are believed to have also survived the battle, neither they nor Szass Tam are believed to still have the sword.

Description: This powerful cold iron blade is masterfully forged and adorned with Raumviran runes along both sides of the blade, spelling out its name. The hilt is wrapped with aughisky hide, from a rare equine monster found in the icy waters of Lake Ashane.

Activation: *Hadryllis* is a *+3 outsider bane holy cold iron greatsword*. Its bane special ability functions only against evil outsiders. It glows (equal to a *light* spell in effect) when drawn.

Effect: AL CG; Int 17, Wis 10, Cha 17; Speech (Common, Dwarf, Elf, Orc, Raumvira); telepathy; 120 ft. darkvision and hearing; Ego score 19.

Lesser Powers: *Blindness* 3/day (struck target only), *detect magic* at will, *bull's strength* 3/day (wielder only).

Greater Power: *Invisibility purge* (30 ft. range) 3/day.

Special Purpose: Defeat/slay evil outsiders, specifically Eltab.

Dedicated Power: *Hadryllis* has the unique property of being able to shatter the Adamantine Binding that lies in the depths of the Citadel of Conjurers, a legendary Narfelli ruin near the mouth of the Moaning Gorge in Impiltur. This unique binding tethers both Eltab and the scattered demoncysts (tiny pockets of the 248th layer of the Abyss) to the Demonlands of Faerûn.

Personality: *Hadryllis* is consumed with its calling, urging its wielder into battle with any fiend that presents itself, to the point of attempting to *dominate* any wielder who turns aside from such a battle. The sword is sullen and withdrawn when its hated foes are not present, seeing little point to battling "mindless monsters."

Aura/Caster Level: Strong abjuration. CL 18th.

Construction: Craft Magic Arms and Armor, *blindness/deafness, bull's strength, detect magic, holy smite, invisibility purge, summon monster I,* creator must be good, 67,850 gp, 2,700 XP, 68 days.

Weight: 8 lb.

Price: 135,350 gp.

Harper Token

The Harpers have many friends and allies, and sometimes they reward people who have done them a service. They also like to mark their friends and loved ones so that other Harpers know to look out for them. A *Harper token* is a minor magic item that gives the bearer a small benefit and lets the Harpers identify him. Such items are often carried by the adventuring sons and daughters of Harpers.

Description: This small brooch is made of silver. Its head is a flat disk embossed with a handharp. Some *Harper tokens* are made of gold or other materials, have different embossed symbols such as a musical note or a tree, and come in other shapes such as belt buckles, bracelets, or rings.

When its power is used, a *Harper token* glows slightly, becomes warm, buzzes softly, or gives some other small signal that it is functioning. This signal is never contrary to the purpose of the item; for example, a token that gives a bonus on Hide checks would never glow, and one that helps Move Silently checks would not make noise.

Activation: A *Harper token* requires a command word to activate it once it is worn, but once activated it continues to function as long as it is worn; removing it ends its benefit until it is donned and the command word spoken once again. The command words are phrases made up of words that would never be spoken together, such as "blessed Zhentarim," "friendly phaerimm," or "drunken golem." *Harper tokens* do not work for evil creatures.

Effect: A *Harper token* provides a +2 competence bonus on a single skill, such as Climb, Diplomacy, Hide, Knowledge (arcana), or Perform (sing). The particular skill of each *Harper token* is usually chosen based on the needs of the person wearing it. For example, a Harper whose son was prone to blunt speech might give him a token that adds +2 to his Diplomacy checks.

If a *Harper token* and a *Harper pin* (see page 159 of *Magic of Faerûn*) of any kind touch, the token glows momentarily. This property allows Harpers to verify if a token is actually a Harper item or just something that looks like one.

Aura/Caster Level: Faint transmutation. CL 5th.

Construction: Craft Wondrous Item, creator must have 2 ranks in the token's skill, 150 gp, 12 XP, 1 day.

Weight: —.

Price: 300 gp.

Oath-Hammer

This dwarven warhammer gains additional power if its wielder swears an oath to destroy an enemy who has wronged him. It extracts a price if the wielder fails to avenge himself or if he wastes its power on trivial challenges.

Lore: Created by a dwarf priest who lost his two sons in an attack by the drow, *Oath-Hammer* was his way of bringing vengeance to the dark elves. (Knowledge [history] DC 15)

He made a vow of silence and battled the drow for a year before they managed to kill him (Knowledge [history] DC 20)

The hammer was traded to a duergar merchant and hasn't been seen since. (Knowledge [history] DC 25)

Description: This dwarf-crafted warhammer even looks angry; the shape of its head and the slant of its inscription in Dwarven indicate a simmering rage in its creator that endured during the entire time it was forged and crafted.

The Dwarven script reads: "For my sons, Khondar and Khondos Stonebreaker, slain at the hands of the dark elves, whose spilt blood I will avenge a hundredfold before I die, so I swear before the faces of Moradin, Berronar, and Gorm."

When wielded, the weapon radiates a faint feeling of restrained anger. When its vengeance powers are activated, this emotion escalates to a seething hate that pours off the hammer like a blistering heat and lightens its weight so it feels feather-light in its wielder's hand.

Activation: To activate the hammer's special powers, the wielder must swear an oath in Dwarven (repeating it phonetically from another person if the wielder doesn't speak Dwarven) to uphold a sacred vow until some specified act of vengeance is completed. The wielder must state the nature of the necessary act (such as "Kill the man who murdered my parents"), and achieving this revenge must be a good act (an evil character cannot use the hammer's special powers to gain revenge on good heroes); otherwise the attempt fails. The special powers end if the conditions of the vengeance are met, or if the wielder abandons his task, or dies. The hammer can only enforce one oath at a time, and cannot accept a new oath until the previous one is fulfilled or abandoned, or the previous oathmaker dies or gives up the hammer.

Effect: *Oath-Hammer* is normally a *+2 warhammer*. If activated by swearing an oath, it becomes a *+5 warhammer*, deals an extra 2d6 points of damage, and its critical multiplier increases to ×4; these improvements only apply against creatures directly associated with the wielder's path of vengeance. Against all other creatures, the activated hammer functions like a masterwork weapon without any enhancement bonuses.

As stated earlier, for the wielder to activate the weapon, he must take a sacred vow and uphold it until his vengeance is complete. Vows of abstinence, chastity, and purity are suitable vows, all of which are presented as feats in *Book of Exalted Deeds;* choosing one of these vows also provides the benefit associated with that feat. Other possible vows include silence, never smiling or laughing, eating only bread and water, and so on; these sorts of vows provide no game benefits other than activating the hammer's increased power.

When the wielder achieves his righteous vengeance, the hammer once again becomes a *+2 warhammer*. The wielder immediately gains one negative level. If the widelder breaks his oath or abandons his quest for vengeance, the hammer temporarily loses all its magical bonuses and the wielder gains two negative levels.

Aura/Caster Level: Strong evocation. CL 15th.

Construction: Craft Magic Arms and Armor, *geas/quest* or creator must have the Sacred Vow[BE] feat, 15,600 gp, 1,200 XP.

Variants: Flaming or drow-bane (+14,000 gp), throwing returning (+32,000 gp), *doomwarding*[Mag] (+38,500), *knockback*[Mag] (+54,000 gp).

Price: 30,600 gp.

Reluctant Four

This weapon thrums with power and goodness. Markings in the Celestial language describe its abilities, command words, and purpose. All of its powers are nonlethal but some are quite capable of defeating multiple enemies and are intended to defeat good enemies without causing lasting harm.

Lore: Hundreds of years ago, four allied members of several good Faerûnian churches feared that Bane and other evil deities might somehow turn the good churches and countries of the world against each other. The allies created four magic weapons imbued with the ability to subdue opponents without harm, hoping that these weapons would allow saner heads to bring about peace without loss of life. These weapons are called the Reluctant Four, named for their creators' reluctance to ever see good fighting good. (Knowledge [history] DC 20)

After the weapons were finished, the allies magically hid them, tying them with invisible spells that would bring them out

of hiding when they were needed and put them in the hands of those who could set things right. (Knowledge [history] DC 25)

In the past few years, two of the weapons have been sighted; diplomats worry that this foretells armed strife between good governments and faiths, but some believe that wild magic during the Time of Troubles damaged the hiding-spells, which have since unraveled and some of the weapons have been found. (Knowledge [history] DC 30)

Description: The Reluctant Four are different weapons but have common elements in their appearance. All of them are made of light-colored materials, whether bright steel or pale wood. All bear inscriptions in Celestial giving the weapon's name, its powers, and the purpose of all four weapons; anyone holding the weapon automatically understands the writing and knows that it is written in Celestial.

Anvil of Hope: This dwarven warhammer has mithral inlays on its head in the shape of a hammer and anvil. Its handle is wrapped in ghost rothé leather. When the hammer's powers are active, the mithral inlays shine like a forge and the weapon whispers a Dwarven chant.

Lady Justice: This longsword has a pristine leather-wrapped hilt. The crossguard is engraved with a small abstract symbol of a pair of balanced scales. When its powers are active, the sword glows with a bronzelike color and the blade rings like a bell when struck.

Lord of Sleep: This fine elven longbow has a string that sometimes appears to be silver and at other times looks no more substantial than dust in a sunbeam. Where the bearer's fingers would hold the bow are four crescent moon symbols, one for each finger. When its powers are active, the bow emits a soothing warmth and seems to hum to itself in an Elven tune.

Maid of the Waters: This quarterstaff looks more like a walking stick than a weapon, since it is thicker on one end and somewhat gnarled around a smooth place where a walker would hold it. Running on one side for the entire length of the staff is a stylized waterfall, emptying into a carving of a pool that circles the entire bottom of the staff. When its powers are active, the waterfall engraving slowly leaks cool, clean water and the staff smells like a fresh patch of clover.

Prerequisite: Only creatures that have one or more exalted feats (see page 26) can use these weapons without penalty. The weapons bestow one negative level on any other good or neutral creature that tries to use them. They bestow two negative levels on any evil creature that tries to use them. The negative level or levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. None of the magical properties of the weapons function in the hands of an evil creature (including granting the ability to read the Celestial writing on the weapon).

Activation: All of the powers of the weapons are command word activated. Since the command words are written on each weapon, any non-evil creature can use a particular weapon by invoking its command word.

Effect: Each of the Reluctant Four is a *+1 merciful*[Mag] weapon with unique properties. Three of them appear to have a rudimentary personality, though no records exist of the weapons actually communicating with anyone; it is more a feeling or understanding on the part of the wielder that the weapon is more than an object.

Anvil of Hope is designed to prevent good dwarves from harming each other. It can produce a *good hope* effect once per day. It emits a 60-foot aura that only affects good dwarves; any such opponent within the aura must make a DC 11 Will save or leave the battle to think for the next hour about why he is fighting and if the battle serves the purpose of good and the dwarf race as a whole. Affected dwarves stop attacking and leave the battle in the safest way possible; if the wielder or his allies attacks an affected dwarf during this time, the effect on that dwarf immediately ends. A dwarf who makes his saving throw against this effect is immune to it for the next 24 hours. This weapon does not seem to have a personality.

Lady Justice is designed to free opponents from magic that forces them to fight or makes them believe the wielder is their enemy. If the wielder's opponent is under the effect of such magic (including *charm* spells cast by the wielder's enemies and *confusion* spells causing the target to attack the nearest creature), hitting the opponent with the sword lets the wielder try to dispel it by making a caster level check (d20+10) against the caster level of the controlling magic. This ability can be used at will. *Lady Justice* radiates a protective aura in a 20-foot radius that gives creatures in the area a +4 resistance bonus on saving throws against mind-affecting spells and abilities. *Lady Justice* has a stern female personality; her wielder senses when she is displeased by some apparent failing he has exhibited.

Lord of Sleep is designed to quickly disable opponents before they can sound an alarm or endanger others. While the bow can fire arrows normally, the wielder can also use it to fire rays of light that cause a target with 4 HD or less to make a DC 11 Will save or fall asleep for 10 minutes as if affected by a *sleep* spell. The bow can fire up to five of these "arrows" per round (subject to the number of attacks the wielder can make per round). Once per day it can produce a *solid fog* effect. *Lord of Sleep* has an older male personality, conveying a grandfatherly sort of feeling, and his wielder senses when the bow is trying to steer him toward or away from a particular course of action.

Maid of the Waters is designed to quickly end hostilities and get people talking again. The staff radiates a *calm emotions* effect; a creature that saves against this effect is immune to it for 24 hours thereafter. Once per day the staff can twist to form a *symbol of persuasion;* all creatures affected by the *symbol*

view the wielder as a friend and impartial speaker. If the wielder takes hostile action against one of the creatures affected by the *symbol*, the effect is broken for all of them. *Maid of the Waters* has a sad female personality, like that of a woman who regrets that her children want to leave home in search of trouble. Her wielder senses when she is upset about a plan that is dangerous.

Aura/Caster Level: Moderate transmutation. CL 10th.

Construction: Craft Magic Arms and Armor plus one of the following lists of spells and costs depending on the particular weapon.

Anvil of Hope: good hope, cure light wounds, charm person, 11,112 gp, 864 XP, 22 days.

Lady Justice: dispel magic, magic circle against evil, cure light wounds, 12,815 gp, 1,000 XP, 25 days.

Lord of Sleep: solid fog, cure light wounds, sleep, 16,575 gp, 1,296 XP, 33 days.

Maid of the Waters: symbol of persuasion, calm emotions, cure light wounds, 19,000 gp, 1,472 XP, 37 days.

Price: *Anvil of Hope* 21,912 gp, *Lady Justice* 25,315 gp, *Lord of Sleep* 32,775 gp, *Maid of the Waters* 37,400 gp.

Ring of Truth-Telling

A *ring of truth-telling* is an item worn by the Heralds of Nimbral to determine the guilt or innocence of anyone they question.

Description: Each of these rings is a simple brass band with alternating triangles etched into its outer surface.

Activation: As a free action, the wearer can utter a command phrase ("speak plainly" in Halruaan) to activate the powers of the ring. This can be done up to five times per day.

Effect: The ring provides the effects of both a *detect thoughts* (see page 220 in the *Player's Handbook*) and a *zone of truth* (page 303 in the *Player's Handbook*) spell within a 20-foot-radius area. The effects allow the wearer to read the surface thoughts of any creature in the area, while at the same time preventing those creatures from speaking any deliberate lies. These effects last as long as the wearer concentrates, or up to 3 minutes.

Aura/Caster Level: Faint enchantment/divination. CL 3rd.

Construction: Forge Ring, *detect thoughts, zone of truth,* 13,500 gp, 1,080 XP, 14 days.

Weight: —.

Price: 27,000 gp.

Storm armor

Illustration by Wayne England

Storm Armor

When a member of the Knights of the Flying Hunt attains full Knighthood (gains three levels in the prestige class), the Nimbral Lords bestow upon that character a suit of this famous glowing glass armor of legend.

Lore: This armor cannot usually be purchased; only the Nimbral Lords and certain powerful mages from Halruaa know the secrets of its manufacture, and the Nimbral Lords typically magically attune the armor to its designated wearer, making it useless to anyone else. (Knowledge [arcana] DC 15)

Description: *Storm armor* is full plate armor crafted from glassteel (see page 65) that has further been enhanced to glow brightly in various hues of the rainbow, the shades of which are controlled by the wearer. They gain brightness as the wearer's rage or excitement increases, and they become dimmer as consciousness or physical vitality fails.

Prerequisite: Only characters with at least three levels in the Knight of the Flying Hunt prestige class are granted the use of this legendary armor.

Effect: Storm armor is *+1 glassteel full plate armor of invulnerability and electricity resistance.* The armor also functions as a *ring of feather falling* (see page 232 of the *Dungeon Master's Guide*).

Aura/Caster Level: Moderate abjuration. CL 9th.

Construction: Craft Magic Arms and Armor, *feather fall, dancing lights,* 29,150 gp, 1,480 XP, 37 days.

Variants: Faithful service and outstanding performance by a Knight of the Flying Hunt can earn him the rank of Commander (ten levels of the prestige class) and more magic augmentations to his *storm armor,* making it *greater storm armor.* See the Knight of the Flying Hunt prestige class (page 106) for details.

Weight: 25 lb.

Price: 47,650 gp (but see Lore, above).

Tabard of the Nimbral Herald

Heralds of Nimbral wear distinctive black-with-white-piping "triangular" tabards, uniforms with a *fly* ability that allows them to move from point to point throughout Nimbral quickly when necessary.

Lore: The triangular shape of the tabard echoes Leira's holy symbol, but no Herald will be pleased to be told this. (Knowledge [religion or local Nimbral] DC 10)

Description: The tabards are identical belted black robes dominated by an equilateral triangle-front having one point at the belt, the other two giving the wearer wide, impressive shoulders.

Activation: Once per day, the wearer can utter a command word ("aloft" in Halruaan) as a free action to activate the tabard, allowing the wearer to use a *fly* effect for up to 5 minutes.

Effect: Every tabard magically resists mold and soiling, and also allows the wearer to *fly* (as the spell, page 232 of the *Player's Handbook*).

Aura/Caster Level: Faint transmutation. CL 5th.

Construction: Craft Wondrous Item, *fly*, 2,700 gp, 216 XP, 6 days.

Variants: There is evidence that Nimbral Lords often temporarily confer additional magic on a tabard for the wearer's use in a specific task.

Weight: 2 lb.

Price: 5,400 gp.

Zundaerazylym's Nevertokens

Zundaerazylym, an ancient steel dragon secretly based in Neverwinter, gives these special tokens to her agents, the Soft Claws, to aid them in performing their duties for her and in identifying one another.

Lore: The origin of these magical insignias is lost in history, though their like were once often crafted by powerful wizard families in Halruaa. (Knowledge [history] DC 20)

When questioned, members of such families that are known to have fashioned them at some time in the past either profess no knowledge of such things or simply ignore the queries outright. Zundaerazylym, the steel dragon leader of the Soft Claws mercenaries based out of Neverwinter, has a cache of *nevertokens* given to her in the Year of the Watching Cold (1320 DR) by Ensible Mritavvalan, the dying last member of the Mritavvalan family of Halruaa. (Knowledge [history] DC 30)

Description: All of *Zundaerazylym's nevertokens* appear as identical, glossy smooth, silvery blue, four-pointed metal stars. Each is 1 inch thick and about 4 inches across from point to point. They are lighter than their volume suggests, pierced in the center to allow a neck chain or keepstrap to be passed through them, and their points and edges are rolled and blunt. They are constructed of an unknown alloy that is extremely durable and resistant to damage. In fact, it's hard to mark a *nevertoken* with anything short of a forge hammer; when broken, a token typically bursts into a harmless flaring flame and falls to dust in seconds. All *nevertokens* are protected by a blueshine[Mag] treatment and all emit a pleasant four-tone metallic chord, like a quartet of bells, when struck (a property difficult to fake without careful spellwork).

Prerequisite: Handling a *nevertoken* doesn't yield any hint of its abilities; Zundaerazylym instructs her agents in token powers, yielding information about the strongest abilities only when she comes to trust a particular Soft Claw.

Activation: All noncontinuous *nevertoken* powers function when the item is grasped with bare flesh and a power is willed into action (a standard action). Each of the three noncontinuous powers mentioned below can be used once per day.

Effect: *Nevertokens* constantly function as a *glove of storing* (page 257 of the *Dungeon Master's* Guide), a *ring of feather falling*, and a *ring of mind shielding* (both page 232 of the *Dungeon Master's Guide*). The tokens are known to have the following additional powers (they might have more, but the dragon has not revealed them):

Sending (page 275 of the *Player's Handbook*).

Teleport (page 292 of the *Player's Handbook*).

Trace Nevertoken: As *know direction* (page 246 of the *Player's Handbook*), except pointing to the nearest *nevertoken*.

Aura/Caster Level: Strong conjuration. CL 9th.

Griffon-riding valiant heroes put an end to pirate troubles

Illustration by William O'Connor

Construction: Craft Wondrous Item, *teleport, sending, non-detection, shrink item, feather fall, know direction,* 33,500 gp, 2,680 XP, 67 days.

Weight: 1/2 lb.

Price: 67,000 gp.

Minor Artifact

Artifacts are powerful, unique, purpose-built magic items, the spawn of dozens of lost civilizations and empires. They should be treated with extreme care, because their abilities are of a magnitude higher than that of a more mundane magic item.

Crown of Narfell

An ancient crown bearing this name and possessed of sinister powers was once worn by the legendary Nentyarch of Narfell. After that evil item was destroyed, its pieces were reforged by the gods of the Triad as a potent symbol of Impiltur's refusal to bow to the armies of the Abyss. The new *Crown of Narfell* is imbued with powers that advance the cause of good and law. At present, it is the royal crown of Impiltur.

History: In –970 DR, the reigning Nentyarch (king) of Tharos constructed the great tree-lined fortress of Dun-Tharos in the heart of the present-day Rawlinswood near the headwaters of the Soleine River. Some attribute his rise to the acquisition of a fell artifact that came to be known as the *Crown of Narfell,* while others claim it came about due to a combination of fortuitous events and personal magnetism. Although the true origin of the Crown may never be known, it is thought that Orcus, the Demon Prince of Undead, gave the headpiece to the Nentyarch as part of a dark pact. In any event, after proclaiming the empire of Narfell and donning the *Crown of Narfell,* the Nentyarch proceeded to conquer one petty kingdom of the Nars after another, the last of which was the kingdom of Ashanath. The Nentyarch's army literally wiped out Ashanath's capital city, Shandaular, reducing it to little more than myth and scattered piles of rubble along the western shore of Lake Ashane. By –900 DR, the empire of Narfell stretched from the uplands of Impiltur to Ashanath and from the eastern slopes of the Giantspire Mountains to the northern bank of the River Umber.

In the centuries that followed, Narfell's rulers set their sights on the Priador Plateau (now the Plateau of Thay), home once again only to nomadic tribes of centaurs and gnolls following the retreat of Mulhorand. Realizing that the empire of Raumathar to the east had similar designs, successive Nentyarchs pursued a two-pronged policy of endless skirmishing and settlement. The tribal lands of the Rashemi lay between Lake Ashane and the Sunrise Mountains, bordered to the north and south by Raumathar and the plateau. While Narfelli settlers streamed south and east to claim the territory, the Nentyarch's armies bottled up Raumathar's forces in Rashemen, pitting the barbaric Rashemi against each other and against the armies of Raumathar. Early successes by Narfell that extended the empire's reach to the northern shore of the Alamber Sea were reversed after –623 DR because of an ill-conceived invasion of Mulhorand and a surprise attack by Raumathar's army. In order to reverse the empire's decline, the ruling class of Narfell was forced to turn to demonic aid to learn the art of sorcery, prompted by the fell whisperings of the *Crown of Narfell.* In –150 DR, centuries of warfare culminated in a great conflagration that consumed both empires and left all manner of summoned beings to stalk the lands they once ruled.

In the Crown's early days, its powers were relatively benign, extracting a dark price from the bearer only upon his death. Those who dared call upon the powers of the Crown found their souls absorbed into the Crown at death and their bodies transformed into crown-wraiths. By –150 DR, however, the *Crown of Narfell* had grown powerful indeed, and its evil persuasiveness almost certainly turned the Narfelli court toward consorting with fiends and ruled the heart of a succession of Nentyarchs.

For centuries after the fall of Narfell, the *Crown of Narfell* was one of many Narfelli artifacts forgotten in the depths of the Citadel of Conjurers, located north of the Hill of Tombs. It is unclear whether the last Nentyarch to rule Narfell died in the catacombs beneath the Citadel of Conjurers, or if the Crown was placed there after his death. In any case, after Impilturan explorers awoke the long-slumbering fiends beneath the Rawlinswood and Forest of Lethyr, a powerful balor named Ndulu gathered a host of demons and marched directly toward the Citadel of Conjurers. Some claim the balor was guided by the hand of Orcus, while others claim Ndulu simply sought the artifacts within to claim their power for himself. Whatever the fiend's motivation, his ambitions were halted when the paladin Sarshel entered the Citadel and shattered the *Crown of Narfell* in the Year of Visions (731 DR). The destruction of the artifact somehow broke the back of the demon army, enabling the defenders of Impiltur to prevail.

Although Sarshel gathered up all the physical pieces of the Crown, the crown-wraiths escaped, and with them went the darkness that had beset the artifact. High priests of Ilmater, Torm, and Tyr collaborated to reforge the physical crown into a shining beacon of justice, truth, and mercy, while Ndulu corralled the crown-wraiths to forge a shadow crown, later known as the *Moaning Crown of Ndulu.*

The reforged *Crown of Narfell* has served as part of Impiltur's regalia since Sarshel was crowned in the Year of the Proud Father (732 DR). After the royal family died out in the Year of the Fearless Peasant (926 DR), it was for a time the focus of battles between Impiltur's rival noble houses. Eventually Soargar, Mage Royal of Impiltur, took the *Crown of Narfell* and other treasures of the realm to his tower in Lyrabar, to await the day that the monarchy would be restored. After being told of its location by

Soargar, Imphras I recovered the holy relic from the archmage's tower and restored it as the symbol of the monarchy. The reforged *Crown of Narfell* remains in the possession of the descendants of Imphras I to this day and is currently worn by the young King Imbrar II.

Description: The reforged *Crown of Narfell* is an object of simple majesty. This 1-inch-thick mithral circlet is engraved with four symbols, one at each cardinal point: the three holy symbols of the Triad and the crossed sword and wand of Impiltur's coat of arms.

Activation: At will, once per round, the bearer of the reforged *Crown of Narfell* can use any one of the following effects: *favor of Ilmater*[Mag], *glory of the martyr*[Mag], *hand of Torm*[Mag], *holy sword, mark of justice,* or *order's wrath.* Three times per day, the bearer of the crown can cloak himself in a *holy aura* effect.

Effect: It is unclear what would happen if the reforged *Crown of Narfell* were ever brought into contact with the **Moaning Crown of Ndulu,** but some religious scholars speculate that the original *Crown of Narfell* might be thereby forged anew.

Aura/Caster Level: Strong abjuration. CL 20th.

Weight: 5 lb.

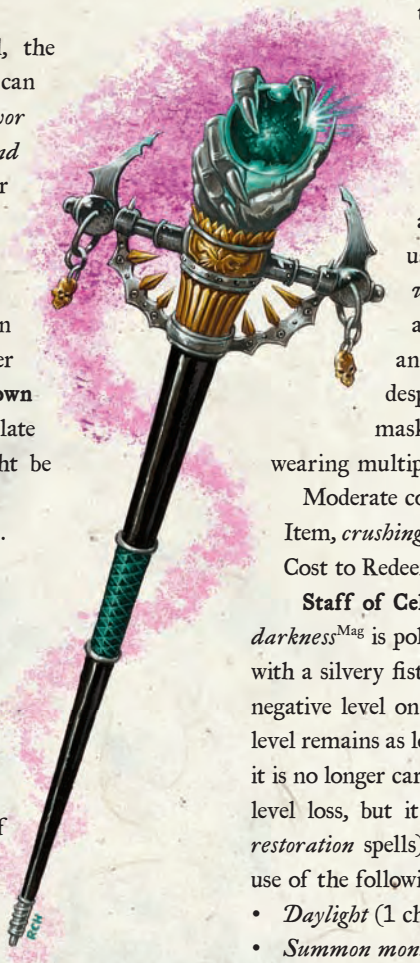
Redeemed Items

Book of Exalted Deeds describes how good characters can transform evil magic items into objects suitable for use by creatures of good. Here are a few examples of Faerûnian evil items redeemed to good.

Doomwarden Bracers: This item was redeemed by the church of Kelemvor in conjunction with a dragon-priest of Torm. These *bracers of armor +3* were carved from the bones of a good-aligned dragon, plated with silver, and inlaid with flat onyx tiles forming a mosaic in the shape of a pair of scales. The bracers allow the wearer to use *death ward, consecrate,* and *holy smite* each once per day. They bestow one negative level on any evil creature that wears them. The negative level remains as long as the bracers are worn and disappears when they are no longer carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the bracers are worn.

Moderate conjuration; CL 7th; Craft Staff, *holy smite, death ward, consecrate;* Price 58,300 gp; Cost to Redeem 2,332 XP.

A redeemed staff of fiendish darkness transforms into a staff of celestial light



Mace of the Brightwalkers: This redeemed *mace of the darkchildren*[Mag] is adorned with sun symbols and has a natural enhancement bonusof +1. It grants the wielder a +6 sacred bonus on turning checks made to turn or destroy undead.

Moderate necromancy [good]; CL 9th; Craft Wondrous Item, 9th-level cleric; Price 17,000 gp; Cost to Redeem 520 XP.

Mask of Tears: This redeemed *mask of blood*[Mag] is a simple white mask of wood, metal, or ceramic. It constantly weeps salty tears when worn. Any nonplayer character who sees a creature wearing the mask must succeed on a DC 14 Will save or have his attitude shifted one category away from hostile in interactions with the wearer. The liquid that the mask exudes is normally harmless, but once per day per day the wearer can spit it forth as a ranged touch attack with a range increment of 10 feet. When used this way, the fluid acts as a *cure critical wounds* spell upon the creature it strikes. If a bard wears the mask, the character's spells and bardic music effects that rely on sadness or despair last one round longer than normal. The mask counts as a pair of lenses for limitations on wearing multiple magic items.

Moderate conjuration (healing); CL 7th; Craft Wondrous Item, *crushing despair, cure critical wounds;* Price 17,000 gp; Cost to Redeem 680 XP.

Staff of Celestial Light: This redeemed *staff of fiendish darkness*[Mag] is polished to an incredibly bright shine and topped with a silvery fist or sphere at one or both ends. It bestows one negative level on any evil creature that holds it. The negative level remains as long as the staff is in hand and disappears when it is no longer carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held. The staff allows the use of the following spells:

- *Daylight* (1 charge)
- *Summon monster IX* (leonal guardinal only) (2 charges)
- *Dispel magic* (2 charges)
- *Searing light* (2 charges)

Moderate conjuration; CL 17th; Craft Staff, *summon monster IX, daylight, dispel magic, searing light;* Price 98,200 gp; Cost to Redeem 3,828 XP.

Vilebiter Blade: This redeemed *nightblade*[Mag] normally functions as a *+1 dagger,* but when used against an evil opponent its enhancement bonus increases to +2, and an evil target must make a DC 16 Will save or take 1 point of damage to a random ability score.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *bestow curse;* Price 8,702 gp; Cost to Redeem 336 XP.

Illustration by Ralph Horsley

Valorous Organizations

Cults, guilds, and organizations are scattered across Faerûn. From the tiniest, most localized gangs to the broadest reaching institutions, they are part and parcel of the land. Some are localized, tucked into the remotest out-of-the-way corners, while others have impressive fortifications at every crossroads and fancy halls in every major city.

Most such groups are by nature congenial, working to benefit their members while at the same time providing valuable services to the communities in which they reside. Craftsmen, performers, and merchants most often come together to form such organizations, gaining strength in numbers across political and mercantile boundaries. They can control prices, influence political leadership, even oppose rival groups. But by and large, they are a boon to their local communities; life for the common folk would be far more difficult without them.

Many more groups serve only themselves, seeking selfish benefits or even outright destruction of others through their actions and plots. They are nefarious and dangerous, whether they move in shadow, avoiding public scrutiny, or stride boldly down the middle of the avenue, proclaiming their superiority over all others. They are the champions of ruin, and countless lives lie broken and destroyed in their wake.

Then there are those who stand for what is right, who espouse the cause of goodness and honor. They defend the weak who cannot defend themselves, fight against evil in its many forms, and honor their deities through selfless heroism and willing sacrifice. These are the true champions of valor.

What Makes an Organization Valorous?

Many organizations could be considered good. Not all are valorous. To truly uphold the concepts of noble heroism and generous spirit, a group of individuals must come together for a common good that goes far beyond their own needs. The members must be selfless, more intent on easing the trials and tribulations of others than feathering their own nests. They must be brave, ready to face challenges that might seem overwhelming and possibly deadly, if for no other reason than because someone has to do it. They must be forthright and honest, willing and eager to proclaim their beliefs and goals without any hint of subterfuge and deception. And they must be cognizant that walking the straight and narrow path of goodness is not always a cut-and-dried issue. Too many groups suffer the sins of pride and stubbornness, believing that they understand the one true path of righteousness and valor, all the while never realizing that those they oppose are just as kind-hearted, generous, and selfless as they. The ability to recognize one's own shortcomings, as well as the ability to change course and adjust methods, separate the truly valorous organizations from those who merely use the term as a justification for furthering their own ends.

Not Every Organization Qualifies

Countless organizations within Faerûn see themselves as righteous, justified, and valorous in what they do, yet they do not truly demonstrate the ideals and qualities necessary to be considered such. These groups claim to work for the common good, indeed are often thought of by those they support as noble and valorous, yet for some reason or another do not measure up.

Some groups may attempt to help those less able to help themselves but simply cannot allow for the possibility that other methods, other organizations are equally as dedicated to similar ideals. Others might have all the right intentions, be willing to reexamine their own choices with a critical eye, and yet take little real action. Still others seem wholly beneficent on the surface, but at the end of the day, their efforts benefit themselves most of all.

Some groups that many might expect to see in this section do not appear in more detail for the reasons mentioned above. The Emerald Enclave, for example, is by far the best known of the druid groups in Faerûn, but under careful scrutiny, it's obvious that the group's militaristic attitude and uncompromising opposition to most urban civilization precludes it from consideration. Likewise, the Lords' Alliance is a noble and worthwhile gathering of good-hearted individuals for a just purpose, but in and of itself the group does not engage in truly valorous enterprises. Negotiation of treaties and vows of mutual assistance are not quite the same as defending a sacred glade from demons or freeing recently captured slaves from their oppressors.

On a related note, a number of other organizations would ordinarily qualify for inclusion in this supplement, but are already detailed elsewhere. Numerous noble groups in and around the Waterdeep region are described in *City of Splendors: Waterdeep;* other groups have appeared recently in similar works, such as the Circle of Leth in *Unapproachable East.* Finally, though the Harpers are perhaps the most well known of any good-aligned organization known in Faerûn, they have been thoroughly and extensively covered in several other sources, and the DM who wishes to include them should consult those works.

Valorous Organizations

Each of the groups detailed in this chapter fits the mold of a valorous organization. They represent a mere sampling of possibilities across numerous facets of examination. Each one was chosen for its appeal to a different group of character classes, a different region of Faerûn, and a different level of influence and prestige. They are by no means an exhaustive collection, and any of them can serve as models for other groups the DM might wish to develop for his own campaign.

Organization Format

The various guilds, orders, and organizations described below are presented in the following format.

Name (Size [Minor, Standard, or Expansive] Type [Arcane, Mercenary, etc.]): AL [alignment abbreviation]; # gp resource limit; Membership #; [Racial mix: Isolated or Mixed] [(race #, race #, race #, etc.)]; Dues # gp/month (# gp to join).

Authority Figures: [Name, gender, race, class, and level; Name, gender, race, class, and level; etc.]

Important Characters: [Name, gender, race, class, and level (title or position); Name, gender, race, class, and level (title or position); etc.]

Associated Classes: [Class names].

Associated Skills: [Skill names].

Requirements: [Description].

Favored in Guild Benefit: [Description].

Size: The rough size of the organization.

Minor: 50 members or less.

Standard: 150 members or less.

Expansive: Hundreds or thousands of members.

Type: The type of organization.

Arcane: Arcane spellcasters, alchemists, item crafters, and others concerned with arcane magic.

Government: Public servants, bureaucrats, soldiers, elite guards, and other civic organizations.

Mercenary: Barbarian clans, mercenary companies, sellswords, freebooters, and adventurers, as well as spies, "finders," or information brokers.

Naturalist: Associations of hunters, nature worshipers, explorers, druidic circles.

Religious: The faithful of a specific religion, or specific orders or cults within a faith.

Alignment: The alignment of the guild's primary leader or leaders. Some members might vary slightly from this alignment.

Racial Mix: The racial diversity of the group, followed by the specific numbers of individuals of each race.

Isolated: Almost entirely human, with small percentages of one or more other races.

Mixed: Predominantly human in most cases, with significant percentages of other humanoid races. In other cases, a true mixture of certain kinds of creatures.

Dues/Salary: If the organization requires monthly dues or a fee to join, the amount is noted here.

Authority Figures: The leader or leaders of the organization.

Important Characters: Noteworthy characters belonging to the organization. These often serve as a good list of potential contacts in the guild.

Associated Class: The character class or classes found among the organization's members.

Associated Skills: Skills that all members of the guild or organization are likely to need in the performance of their duties.

Favored in Guild Benefit: If you have the Favored in Guild feat (see below), you gain this special benefit for belonging to this organization.

Requirements: Any special requirements of the character's time or efforts required by that organization. If a character does not meet the requirements, he does not gain any benefits for belonging to that organization until he begins to meet the requirements again.

New Feat: Favored in Guild

You are an active and valued member of your organization.

Prerequisites: Membership in a guild or organization.

Benefit: Select one of your organization's associated skills. As long as you remain a member of the organization, you gain a +2 competence bonus on all checks made with that skill.

An organization member with this feat also gains one additional fringe benefit, the exact details of which depend on his organization. These benefits are described in each organization entry.

Normal: To receive general benefits from your organization, you must pay your monthly dues. You do not gain any fringe benefits.

Symbol of the Druids of Tall Trees

Illustration by Ralph Horsley

The Druids of Tall Trees

The druids of Tall Trees are a reclusive and secretive group of servants of Eldath, Mielikki, and Silvanus who dwell in the northeastern portion of the High Forest, among some of the grandest trees in all of Faerûn. They live within the ancient Eaerlanni community of Tall Trees—known originally (and also referred to nowadays) as Teuveamanthaar—and act as caretakers to the colossal trees that grow there. In addition to their tireless work nurturing the flora and fauna in the region, they have dedicated themselves to preserving the remnants of the ancient elven homeland of Eaerlann from the depredations of various grasping factions. Their enemies, always ambitious for wealth and power, often seek treasure and lore within the protected realm. The druids must therefore devote a good deal of their time and energy to repelling such excursions, relying on the aid of trustworthy agents to prevail.

History

From its founding in –4,550 DR, the elven tree-city of Teuveamanthaar was the capital and largest city of Eaerlann, the moon elf realm that lay within the northern and eastern reaches of the High Forest among the ruins of Aryvandaar. Built atop a steep-sided ridge, Teuveamanthaar was known for its soaring oak trees, which towered over the rest of the forest like hill giants to human youths and whose trunks were said to be the width of most northern human villages. The inhabitants of Teuveamanthaar created fabulous dwellings from hollows painstakingly shaped into the trunks and branches of these great trees as they grew, creating a city high above the forest floor, linked by a network of magically warded and preserved rope bridges.

In the Year of the Curse (882 DR), tragedy struck the realm of Eaerlann. Human refugees from the fallen empire of Netheril had long dwelt behind the walls of the fortress of Ascalhorn at the invitation of the elves. Now, foolish pride and the subtle manipulations of fey'ri agents led some among them to lose control of numerous summoned fiends, as well as *portals* to the lower planes. A horde of demons and devils swarmed through the city, slaying one another along with nearly all others within. At the end of the day, Ascalhorn was in the control of tanar'ri, and once that occurred, nothing remained to stop orcs from invading the interior of Eaerlann. The elves put up a stout defense for several months, but the fall of their realm was a foregone conclusion, and eventually they began to migrate away. The fall of Eaerlann thus led to the abandonment of Teuveamanthaar, which almost certainly would have been overrun by humanoids but for prompt action by a handful of followers of Mielikki.

Originally from Ascalhorn, these druids had left behind the trappings of urban life in favor of the rural existence offered to them beneath the branches of the High Forest. They had come to Teuveamanthaar to study the lore of the forest with the elves, becoming attuned to nature in ways the people of Ascalhorn would never understand. As disaster struck and the elves chose

to depart, the druids, saddened by the loss of their mentors but determined to see the fair folk's works left undisturbed, took refuge in the abandoned tree-city in the same chambers the original elves crafted, though they occupied only a tiny fraction of the abandoned remnants of Teuveamanthaar. They prevented Teuveamanthaar from falling into the clutches of both the orcs swarming out of the Nether Mountains and the demons pouring forth from the city of Ascalhorn, which eventually became known as Hellgate Keep.

Since that time, druids have been continuously present in Teuveamanthaar, taking refuge within the bowers of the great oaks and protecting and nurturing the massive trees. For five hundred years, the woodfolk have on repeated occasions driven off concerted attacks by orc hordes and demon-led ghoul packs, as well as the occasional band of adventurers seeking treasure in the forgotten places the elves left behind. In recent years, the threats against the druids and their tree-city have grown more varied, as members of House Dlardrageth and the Eldreth Veluuthra (see *Champions of Ruin*) have become active in the High Forest.

The Druids Today

For nearly five hundred years, the druids remained little changed from their origins as an organization. Only recently have they been forced to adjust their lifestyle and purpose, shifting their aims and goals to accommodate the elves of Caerilcarn, who have returned to live in Teuveamanthaar and thereby help establish New Eaerlann. The elves have thus far recognized the comradeship and value of the druids and have asked them to remain within the city, dwelling side by side with the newcomers. For their part, the druids are delighted with such an arrangement, for it both justifies their long years of care on behalf of the elves and it gives them the wherewithal to do even more to preserve the High Forest.

The druids number some two dozen proper members, with a nearly equal number of assistants, associates, and allies coming and going from time to time. The membership consists mostly of senior druids of Mielikki, though representatives of Eldath and Silvanus are present and welcome, too. In addition to the druids themselves, the group includes a number of rangers who serve as scouts and muscle in times of need, as well as a handful of trusted individuals with other useful talents, including spellcasting folk.

Once a very secluded, secretive lot, the druids of Tall Trees have had to change their private ways somewhat with the arrival of the new elf residents. Visitors from beyond the borders of the High Forest have been much more prevalent within the city during the last several months, forcing the druids to interact with strangers more frequently. Though many of the most senior members have been forced to overcome their reclusive natures, this interaction has had a positive effect on the druids, too, for their numbers have swelled with new potential members and agents.

Of particular interest is the tree-city itself. The chambers that make up the ancient settlement are largely unchanged from the day their original elf inhabitants departed for lands to the south and west. Although the Fair Folk of Eaerlann took nearly everything of consequence with them when Teuveamanthaar was abandoned, a few valuable items (magical and nonmagical alike) were left behind. Those that the druids themselves located during the previous five centuries were carefully stored away and protected, and now, when the elves have chosen to return, many wondrous treasures are back in elf hands.

The city is quite well protected from hostile forces. Only a handful of rope ladders lead down to the ground, and they are normally drawn up into the trees. Ancient wards dating back to the earliest days of Eaerlann still protect the Tall Trees settlement from magical and nonmagical fire, the danger of lightning strikes, and the threat of rot and disease. Tall Trees has begun to bustle with activity once more.

The Druids' Foes

The forces opposed to the druids of Tall Trees are numerous and varied; a handful are of particular note, either because of their proximity, their specific enmity toward the druids, or both. Those mentioned below are by no means an exhaustive list, however. Numerous other forces have from time to time run afoul of the druids and caused them considerable consternation.

Perhaps the most antagonistic foes to square off against the druids of Teuveamanthaar are the demons of Hellgate Keep. Those fiends were most responsible for the downfall of Eaerlann in the first place, and they have certainly created more havoc and hardship for the druids than any other enemy. Though the ruins of ancient Ascalhorn are now nothing more than a rapidly disappearing dale, swallowed up by the tender ministrations of Turlang the treant, some believe that demons still dwell deep beneath the surface of Hellgate Dell, roaming the passages of Ammarindar. The druids remain vigilant against those fiends, anticipating a new uprising at a most inopportune moment.

The other foes with a longevity to rival that of the demons are the orcs that roam portions of the High Forest or sweep down out of the Nether Mountains on a regular basis, driven by some fierce need to destroy. The druids have successfully repelled countless hordes of the foul humanoids, or at the very least prevented them from inflicting significant damage to the city or the great trees in which it resides. Such invasions of the forest are almost commonplace, but the druids can never afford to relax their vigil lest the creatures eventually catch them by surprise and finally succeed in destroying the tree-city. With the arrival of new citizens, the entire community has begun taking a more proactive approach to the orc threat once more. Even now,

plans are being discussed for the creation of fortified outposts, similar to Ascalhorn in days gone by.

The fey'ri, though a newer threat, are perhaps the most dangerous and sinister of all. In addition to their remarkably subtle and clever tactics, the fey'ri have a vested interest in seeing the downfall of everything representing Eaerlann, for they rightfully perceive it as a symbol of their own suffering. Even with Sarya Dlardrageth's recent defeat, House Dlardrageth is a formidable and cunning foe, and surviving its machinations will require every resource the druids and the new community can muster.

The Druids' Allies

For the long centuries that the druids of Tall Trees occupied the ancient elven city, there were always a number of allies they could count on in times of dire need. Such colleagues shared a love of the forest and a stout enmity against those who would plunder or wound it. The druids did not often call on such companions, but they knew that aid was only a plea away when it was truly needed.

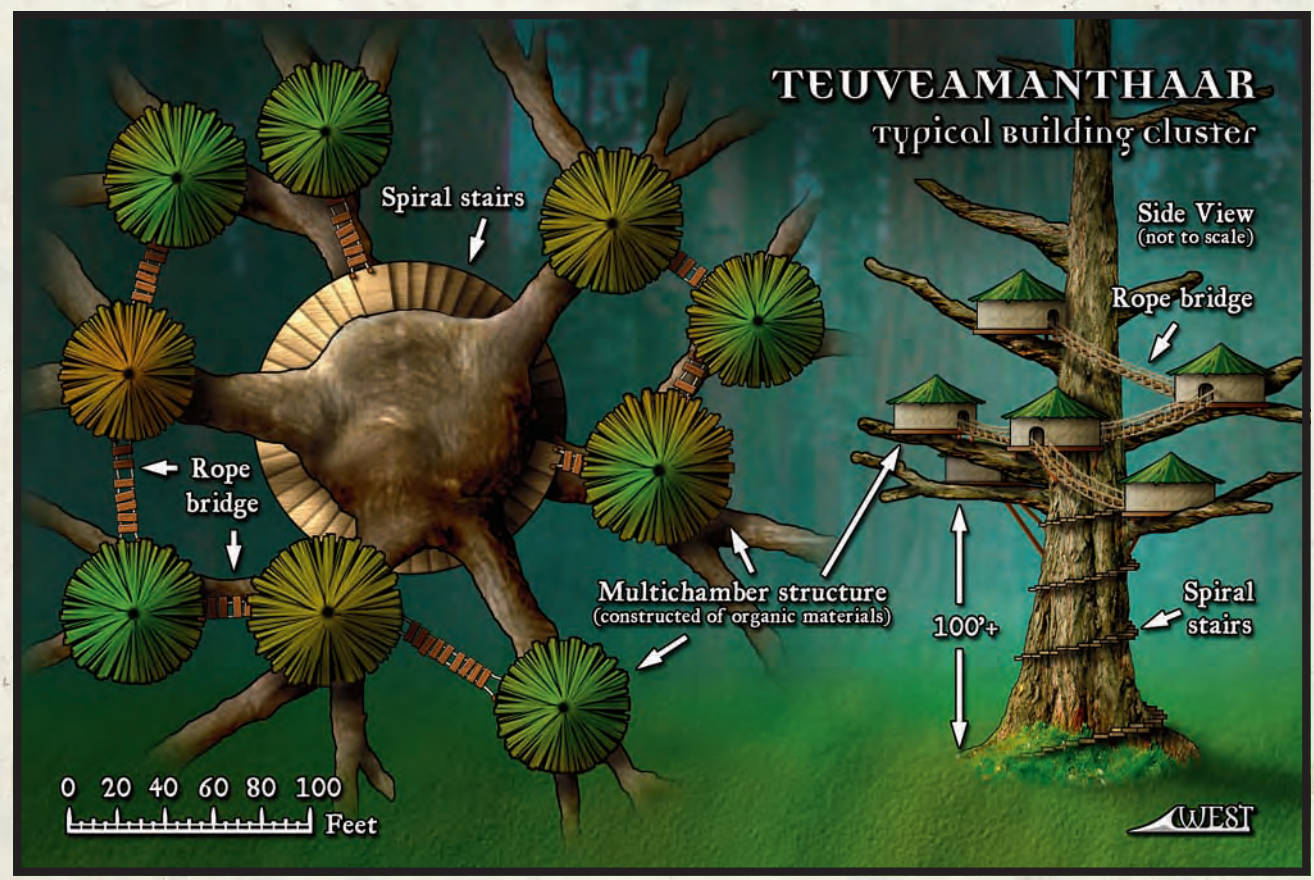
The Harpers have long been allies of the druids and have come to their aid on more than a few occasions. It was members of the Harpers who succeeded in destroying Hellgate Keep and sealing away at last the demonic hordes that had plagued the vicinity. Even today, as Eaerlann is being reborn, the Harpers are nearby, ready to lend a hand against enemies.

The High Forest is filled with all manner of woodland creatures, some great and some small. Perhaps the most majestic and steadfast of these are the great treants, led by the ancient Turlang. Turlang has been a trustworthy and dedicated ally of the druids of Tall Trees for years. Turlang is currently in the process of growing the forest outward to encompass Hellgate Dell, hoping to ward it in natural growth and seal it away from the prying eyes of adventurers and sinister agents alike once and for all. Though he is more than capable of expanding the forest all on his own, he has called on the druids to assist him, providing magic and nurturing to the new trees sprouting up as well as protection from threats too quick and sly for Turlang to deal with effectively.

Membership in the Druids

In the past, becoming a part of the druids' circle at Tall Trees was almost impossible. The residents of the enclave did not see fit to allow any strangers to come near their forest home, forcibly driving off adventurers from the region and leaving no doubt that they meant business. Because of the druids' reclusive nature, their ranks remained very small.

Recently, conditions have changed in Teuveamanthaar, with the arrival of elves returning to their ancient home. Because of the bustling activity taking place in the tree community, more visitors now come and go. In addition, with the druids' various



foes increasing their dangerous activities in the High Forest, the druids have a greater demand for manpower and talents than ever before. These two factors have allowed the circle to begin growing. The druids are still quite cautious and hesitant to deal with just anyone, but they do allow for the possibility of new blood more readily than in the previous five centuries.

An initial meeting with the organization begins with agents of the druids working beyond the borders of the tree-city. Prospective members can find themselves approached by a ranger or wood elf and asked for assistance with some matter pertaining to the safety and security of the High Forest. The tasks may begin as small ones, such as running a simple errand or assisting in a skirmish against a marauding orc warband, but if the prospects prove themselves, more can be asked of them, until eventually the druids' agents permit them to visit Teuveamanthaar. Eventually, if the prospects exhibit both the acumen and skills needed by the druids and a trustworthy nature, they can be asked to join the group permanently.

Characters of many different skill levels and types can prove useful to the circle (provided they demonstrate a healthy respect for the environment while practicing their craft). Those with strength of arms are always in demand to help battle foes, while spellcasters are useful for unusual work and in supporting roles. Clerics of certain faiths are welcome, while druids and rangers are most closely embraced.

Druids of Tall Trees (Minor Naturalist): AL N; 60,000 gp resource limit; Membership 28; Isolated (17 humans, 6 elves, 4 half-elves, 1 treant).

Authority Figures: Uthgang Jyarl (N Illuskan human male druid 14 of Mielikki; Great Druid of the North, leads the Tall Trees Circle); Elighaer Teushandor (N half-moon elf male druid 11 of Mielikki; Initiate of the 11th Circle of the Forestarm branch of the church of Mielikki), Sarragh of the Sparrows (N Illuskan human female druid 11 of Mielikki; Initiate of the 11th Circle), and "Vaeros Fireshield" (N gold dragon male druid 11 of Mielikki; Initiate of the 11th Circle).

Important Characters: Sinklayr Greenstroke (N Netherese human male druid 18 of Mielikki; spends most of his time wandering the High Forest), Vanuseed (N treant druid 12 of Mielikki; an emissary from Turlang), Balt Greenbrow (NG Illuskan human male ranger 12; agent of the circle).

Associated Classes: Druid, ranger.

Associated Skills: Handle Animal, Heal, Knowledge (local), Knowledge (nature), Listen, Move Silently, Spot, Survival.

Requirements: A druid or an agent of the druids of Tall Trees is expected to dedicate her life and efforts toward preservation of the tree-city of Teuveamanthaar and the High Forest surrounding it, and to prevent desecration of those lands by evil forces in the area.

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this group. Any druid member of the circle casts conjuration (healing) spells at +1 caster level. Any character (druid or not) receives free healing for any wounds received while defending the forest from foes.

Fangshields

The Fangshields is a widespread organization of good-aligned monsters and talking beasts dedicated to watching and guarding the places where "civilized" races do not dwell, and countering the actions of evil monsters and organizations. While most of them act alone, from time to time they assemble in small groups all over Faerûn, searching for news of evil monsters and their plans—and striking to kill when they have the advantage.

History

For years, the membership of the Fangshields was nothing more than a few followers of Lurue who tried to keep an eye out for signs of evildoing. The group's numbers remained low, since members lacked easy ways of contacting each other when separated by stretches of "civilized" land. They preferred to remain hidden and pass information to other groups with more resources at their disposal, but recent activities by their evil counterparts convinced them to step up their own efforts and band together against these efforts. The recent surge in the number of humans and elves turning to Lurue and Nobanion for spiritual guidance have given the traditional members of those faiths greater awareness of the outside world, access to "civilized" resources, and helpful allies to pass messages using human-built roads. With news of evil organizations hiding in pockets of the wildlands, the good monsters decided to take more decisive action. Drawing on their humanoid allies, the members of the Fangshields have established a network of allied creatures willing to fight evil on a larger scale.

The Fangshields Today

Most Fangshields members worship Lurue, Nobanion, or Selûne, but some serve other deities. They welcome any nonhumanoid good creature into their ranks, as well as lycanthropes and other occasionally humanoid creatures; this more for practicality than because of prejudice against civilized folk, because some members have a hard time telling humanoids apart, and they worry that evil spies could infiltrate their company in the guise of friends.

The Fangs have three semipermanent bases of operation—one in the Silver Marches, one in the Shining Plains, and one in Aglarond (though rather than built structures, these are natural landmarks easily recognized by the group). Smaller meeting places can be found in just about any terrain. In many ways the Fangshields act like the Harpers—spying on enemies

and launching surprise attacks, but rarely taking large-scale action for fear of drawing too much attention or depleting the group's numbers.

The Fangshields hope to develop a strong network of allied monsters keeping watch in the wild areas, able to call on each other for defense and information. All but a handful are creatures native to Faerûn (the few exceptions are some celestial counterparts of Faerûnian creatures), but they sometimes get advice and guidance from celestial servants of their three primary faiths.

The organization contains several smaller groups, such as the White Pack (a pack of good Selûnite werewolves), the Plainsrunners (a pack of blink dogs), the Ivory Charge (a small herd of unicorns), Stormwind Aerie (an extended family of giant eagles), the Maned Brothers (four wemic paladins of the Legion of Lions; see page 102) and Thunder Ride (a troop of centaurs). These groups tend to be the military arms of the organization, responding in unison to threats or calls for help. Other members include *awakened* animals, dryads, lammasu, a guardian naga, a storm giant, a young bronze dragon, a nymph, giant owls, an androsphinx, sprites, treants, hybsils, and pegasi.

The organization has just over three hundred members, though no meeting has ever contained more than forty of them due to geographic factors. Perhaps another three hundred friends of the organization know it exists, but outside those select few, most of the people of Faerûn are unaware that the non-evil monsters of Faerûn are allied for any purpose.

Illustration by Jeremy Jarvis

Symbol of the Fangshields

The Fangshields' Foes

The group keeps a sharp eye out for the People of the Black Blood, the Cult of the Dragon, beholder cults, and the Zhentarim, all of which employ evil monsters or intrude upon the wildlands as part of their goals for control of Faerûn. The Fangshields consider evil humanoids such as orcs and goblins mortal enemies becazuse of their many abuses and attacks in the past. Evil dragons are the group's greatest enemy, for a dragon can devastate a large area in a short amount of time; normally the Fangshields call for allies from outside the group when a dragon threatens. The Fangshields oppose the church of Malar because of its deliberate focus on the dark and cruel parts of nature, and the Red Wizards for their horrible experiments such as the black unicorns.

The Fangshields' Allies

The Fangshields count the churches of Lurue, Nobanion, and Selûne as strong allies, less so other nature-oriented faiths, and tend to keep most other groups at arm's length. Good barbarians, druids, and rangers are the most likely to get a friendly response, sorcerers and wizards less so (since these arcane spellcasters have a long history of hunting monsters for spell components and experimentation). They avoid civilization unless they can travel in disguise, for they have been hunted by the ignorant as evil beasts on more than one occasion. As their numbers grow, they are spending most of their effort on information, defense, and finding like-minded allies.

Membership in the Fangshields

Politics within the organization is rather strange; nominally all members are equal and there are no leaders, but monsters of the same subgroup (such as the centaurs) tend to voice their opinions as a bloc, while the weaker or single creatures tend to defer to the stronger or more gregarious ones. Only the senior members can invite new creatures to join the group, and only if at least three of them agree to the invitation. If a creature accepts the invitation, he, she, or it swears an allegiance oath to the Fangshields. Part of this oath says that if the new member ever turn to evil, its life is forfeit at the teeth, paws, and horns of the rest of the members.

The Fangshields don't like collecting dues in the form of money, preferring services and magic items and tools they cannot easily manufacture themselves, such as healing potions and items specially made to fit nonhuman shapes. Simple armor and magical disguises are particular favorites. They use the small amount of coins they collect for paying expenses for their humanoid contacts and allies. In theory, the Fangshields have a large pool of treasure to draw on, but it is scattered over a hundred individual lairs separated by miles of distance, and no centralized account of who has what exists (though some of the more lawful minds in the group would like to make such a list to facilitate an exchange of items so they end up in the possession of those who best can use them).

Members of this group are called "Fangs" or "Shields" interchangeably—each monster has its own preference and tends to introduce itself with its preferred title (fangless monsters tend to prefer "Shield," for example), but both are correct. They're not very concerned with formality, and many don't use the titles at all.

Fangshields (Expansive Naturalist): AL CG, LG, NG; 10,000 gp resource limit; Membership 300; Mixed (centaurs 45, blink dogs 45, giant eagles 30, Selûnite werewolves 30, others 150); Dues 100 gp/year (no cost to join).

Authority Figures: Kul Kulann (LG male wemic paladin 10 of Nobanion), Light of the Morning Star (CG female unicorn ranger 6 of Lurue), Brena Whitebrow (NG female human werewolf cleric 8 of Selûne).

Important Characters: Brenvol Whitebrow (NG male human werewolf ranger 4 of Selûne), Dalthyria (CG female centaur fighter 4), Stormwing (CG male giant eagle ranger 6 of Lurue)

Associated Classes: Barbarian, cleric, druid, fighter, paladin, ranger, rogue (creatures without one of these classes also qualify, though those with character classes are preferred).

Associated Skills: Craft, Hide, Knowledge (nature), Move Silently, Spot, Survival

Requirements: A character wanting to join the Fangshields must be nonhumanoid (though creatures with humanoid and nonhumanoid forms such as lycanthropes and aranea are allowed). No evil creature can join the Fangshields.

All members have essentially the same duties: keep an eye out for evil monsters, report on their activities, and steer "civilized" humans out of dangerous areas without attracting too much attention. These activities take place in the creature's home territory and as such don't have a set schedule unless the creature rarely spends time in one place (for example, adventuring monsters), in which case the elders expect the creature to spend one tenday in four patrolling its home territory or an unclaimed territory. If the group needs to attack, they muster all available members in the area, using them according to their skills (sneaky creatures are sent to scout, fast ones to flank and cut off retreat, and so on).

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this guild. When the moon is at least half full (waxing or waning), you get a +2 bonus on Hide checks and Move Silently checks; this bonus stacks with the other skill bonuses from the Favored in Guild feat. Members of this group are also eligible to take the Silver Fang feat (see page 33).

Fellowship of the Purple Staff

The Fellowship of the Purple Staff is an organization that intends to turn the wild land north of Turmish into a peaceful theocracy with a strong influence on trade in the Inner Sea. It sees the relative wilds of the Gulthmere Forest and the coastal land east of Cedarspoke as a place wealthy with resources and suitable for colonization by an alliance of benign deities. Founded by priests of good and protective deities, the Fellowship recruits like-minded individuals to drive out or slay evil creatures in order to make the land safe for civilized folk.

History

Formed in 1368 DR by far-thinking priests, the Fellowship is still a very young organization. Originally just a small group of clerics of Chauntea, Helm, and Selûne, they quickly attracted the interest of certain paladins of those faiths, who wished to defend a new country in the name of their deities. Like-minded priests of Lathander and Sune soon joined their ranks, and the Fellowship sent agents to explore the Gulthmere for good places to build farmsteads, roads, and outposts. For a short time the group met resistance from followers of Nobanion in the area, for the Nobanionites feared the careless slaughter of animals and mistaken aggression against the good beasts of the forest, but this fear was quickly allayed, and as of 1372 DR the followers of Lord Firemane allied with the Fellowship. By late 1372 DR they had established three small fortified hamlets in the northeastern part of the forest and cut simple roads for trading with Amry and Telpir. Dwarf explorers and miners in the area trade with the farmers, providing raw metals and tools in exchange for food and other soft goods, and a number of dwarf paladins moved here to watch over their kin. In the past few months the Fellowship has recruited two veteran wizards (a diviner and a transmuter) to help build roads, waterways, and defensive structures in exchange for permission to build towers and engage in peaceful research undisturbed.

The Purple Staves Today

Now that it has ties to outlying communities (such as Amry and Telpir) and a support structure for its farmsteads, the Fellowship is looking to explore other parts of the forest and find suitable places for towns so it can finalize its vision of what members call "the Holy Realm." They believe the founding of this country is the will of their deities, and they hire adventures to deal with problems such as hunting dangerous monsters in the remote parts of the forest or rooting out camps of the Pirates of the Fallen Stars (which threaten Amry and Telpir).

Ideally, the Holy Realm will be a large number of connected temple-farms separated by swaths of old-growth forest and replanted areas for timber harvesting, defended by champions of the faith and connected by infrastructure built by allied arcanists. The priests believe that in time they can export raw materials (mainly ore, timber, and pelts) and finished goods (armor, tools, wood items, and clothing), establishing the Holy Realm as a powerful trading partner with other lands on the Inner Sea.

The Purple Staves' Foes

Many opposing religious groups want to see the Fellows fail. Bane, Malar, Shar, and Talos would especially like to see the Holy Realm fall, though none of those deities seems to be devoting significant effort to this purpose. The People of the Black Blood would love to turn the peaceful villagers into lycanthropes and drive them into a tribal lifestyle in the forest, and the church of Silvanus is watching carefully to see how much damage the Fellows do to nature in the name of civilization.

The Purple Staves' Allies

Obviously, the Purple Staves are very friendly with the churches of Chauntea, Helm, Lathander, Nobanion, Selûne, and Sune. They are careful to maintain open diplomatic ties with Turmish, the cities on the Dragon Coast, Cormyr, and Sembia. They are building a relationship with the Harpers, as both groups strive for balance between civilization and nature. Some of the Fellows are also members of the Field Guardians (a paladin order of Chauntea; see page 100) or the Vigilant Eyes of the God (a paladin order of Helm; see page 105), and can call on their fellow paladins in times of need.

Symbol of the Fellowship of the Purple Staff

Illustration by Jeremy Jarvis

Membership in the Purple Staves

The members of the Fellowship are welcoming to almost all people regardless of race as long as they prove they are hard-working and interested in preserving the vision of the Holy Realm. Most members of the Fellowship are human. The many half-elves in the organization reflect the proportion of that race among the adventurers of Faerûn as well as the many half-elves who worship Sune. Most of the elves joined because they want to participate in building a new elven homeland in Faerûn. Dwarves make up only a small part of the Fellowship, but like the elves they too are interested in a new land friendly to dwarves in attitude and opportunity.

The Fellowship uses its dues to pay bounties for dangerous monsters, hire adventurers to explore the forests and take care of troublesome problems, and subsidize the start-up costs of expensive professions in the temple-farms (such as anvils for blacksmiths, in exchange for agreeing to remain for at least two years). The senior members of the Fellowship are heavily invested in the success of their country-building venture, and most of the money they have at their disposal comes from private sources rather than dues. They hope that as their communities grow they can depend more on money from dues and taxes and wean the government off their personal fortunes.

Members of the Fellowship are called "Fellows" (regardless of gender) by those within and outside the organization. It is a common and accepted title among the people of the Holy Realm, and Fellows are usually addressed by the title and their first or family name, such as "Fellow Randal."

The three temple-farms of the Holy Realm have a total population of about 900 people. The "common folk" of the Holy Realm know the Fellowship exists (most of them were recruited by Fellows) and look to the group for protection and spiritual guidance. The Fellows are respected in the Holy Realm, for the people know the Fellows keep them safe and work to bring others to the area who can improve and strengthen their new homeland. Many community leaders are Fellows, though being a Fellow is not a requirement for holding lay office. All Fellows have an equal vote in Fellowship decisions, and all topics for voting are announced to the Fellows at least a month in advance, barring an emergency. The senior Fellows have no more political power than the newer ones, though all respect their experience and opinion. People who join the Fellowship are provisional members, called Newfellows, for one year. During this time they can be dismissed from the Fellowship by a simple majority vote; however, new members are carefully screened before the offer to join is made, and the Fellowship has ousted only a handful of members since its founding.

Fellowship of the Purple Staff (Expansive Religious): AL LG, LN, NG, CG; 20,000 gp resource limit; Membership 190; Mixed (humans 148, half-elves 20, elves 13, dwarves 7, others 2); Dues 10 gp/month (no cost to join).

Authority Figures: Delthym of Chauntea (NG male human cleric 17 of Chauntea), Helm Bornson (LG male human paladin 9 of Helm), Jehastra Wintergaze (CG female wood elf ranger 10 of Selûne).

Important Characters: Breyarg Stonebreaker (LG male gold dwarf paladin 6 of Gorm Gulthyn in service to Helm), Kerri Talindras (NG female half-moon elf cleric 5 of Sune), Rindon Wasatho (CG male human ranger 8 of Selûne).

Associated Classes: Cleric, paladin, druid, ranger, wizard.

Associated Skills: Diplomacy, Knowledge (arcana), Knowledge (architecture and engineering), Knowledge (nature), Knowledge (religion), Survival

Requirements: A character wanting to join the Fellowship must have Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune as his or her patron deity. No evil creature can join the fellowship.

Additional duty requirements depend on the character class of the prospective member. A character must spend at least one continuous tenday a year performing these duties, and in times of need the Fellowship can call upon him for additional tasks. Newfellows are expected to work immediately upon acceptance into the organization, and the Fellows often assign them a second tenday of service some time later in that first year. Fellows are not paid anything other than room and board while doing this work. A Fellow can work alone or with others (including nonmembers) at his discretion, though for sensitive tasks (such as guarding a holy item) the Fellowship might insist than only members participate. If a Fellow can serve in more than one capacity, the Fellowship assigns tasks based on ability and the needs of the community.

Cleric—Use magic for healing the people and aiding in the administration of justice (*zone of truth* during a trial or *lesser geas* as part of sentencing, for example), counsel and lead the people in religious services.

Druid—Use magic to heal or aid the animals and crops (*plant growth,* for example), facilitate or accelerate public works (see wizard duties, below), educate the people about respecting and caring for nature, counsel and lead the people in religious services.

Paladin—Guard a person, place, or thing of importance to the Fellowship or the community (this service includes serving as a town guard or military officer).

Ranger—Patrol, scout, and guard for the community; educate the people about respecting and caring for nature.

Wizard—Use magic to facilitate or accelerate public works projects (*continual flame* to light town streets, *levitate* to help building construction, *mending* to repair items, *illusory wall* to give the appearance of stronger defenses, *fabricate* and *wall of stone* for roads, and so on). The Fellowship provides any expensive material components for these works (such as for *continual flame*). Wizards with this task are expected to work to the best of their ability; for example, a high-level wizard cannot fulfill her duties by simply casting one helpful 1st-level spell per day for a tenday; she must put forth a reasonable effort in accordance with her skill level (though the Fellowship does not expect her to leave herself vulnerable by using all her spells for building and none for defense).

Any spellcaster with an item creation feat—Create magic items as directed by the Fellowship within the time period (normally potions or other use-activated items). The Fellowship pays the gp costs for the items, though the caster must account for the XP cost herself.

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this guild depending on your class. If you have levels in wizard and are also a divine spellcaster, choose one of the two benefits described below.

Divine Spellcaster—Add *handfire* (1st), *horrible taste** (1st), *lionheart** (2nd), *love bite** (2nd), *rosemantle* (1st), and *warning** (2nd) to your spell list. (If you have levels in more than one divine spellcasting class, choose one class spell list to receive this benefit; all other classes are unaffected.)

*New spells described in Chapter 2.

Wizard—Each time you gain an even-numbered wizard level, you can add one of these spells to your spellbook: *alarm, break enchantment, continual flame, Darsson's potion*[Mag], *dispel magic, dream, fabricate, fly, greater dispel magic, hardening*[Mag], *healing touch*[Mag], *hold monster, illusory wall, levitate, mirage arcana, move earth, overland flight, permanent image, stone shape, telekinesis, wall of iron, wall of stone,* or *water breathing.* This extra spell is in addition to the two spells you learn upon gaining a new wizard level.

Guardians of the Weave

The Guardians of the Weave is a loosely allied group of spellcasters who oppose evil spellcasters, evil gods of magic, and those who would damage or destroy the Weave. Founded three years ago by concerned agents of Mystra, the group quickly gained support from other churches and is now a widespread organization of heroes who try to undo the damage caused by evil spellcasters. What binds the Guardians together is a love of magic and the desire to protect it against all threats, and in this cause people of many countries and styles of magic set aside their differences to defend their common joy—the Weave. They believe the greatest

threat to magic in Faerûn is the Shadow Weave, for if Shar gains enough power from worship through use of the Shadow Weave, she may eventually challenge Mystra, consume the Weave, and force all who would use magic to obey her terms, making it nearly impossible for good magic to exist. The Guardians try to find ways to hinder, convert, or destroy this corrupting rival to their beloved magic.

The Guardians come in many shapes, sizes, and temperaments. Some are far-traveling, some remain in their home city their entire lives. All keep alert for news of harm to the Weave and its good users, whether a phaerimm plot, a new wild magic zone, witch hunts by nonspellcasters, or rumors of someone using Shadow Weave magic. They aid each other as best they can, whether by providing a place to rest, spell trading, or even an emergency *teleport* spell if possible. The Guardians recognize that the practice of magic is a bond between brothers and sisters of power, and believe that protecting that bond and its source is more important than life itself. Or, as their founder, Aluvauna Thornym, put it, "What purpose to destroy an enemy, if magic itself be the cost?"

Illustration by Jeremy Jarvis

Symbol of the Guardians of the Weave

History

The Guardians of the Weave was founded in 1372 by Aluvauna Thornym, a black-haired adventuring mage from Waterdeep. Aluvauna was troubled by an encounter with a Zhent wizard whose magic was difficult to identify, resist, and counter. Her special sense of the Weave, coupled with research into the wizard's spellbook and certain divinations, revealed his use of the Shadow Weave to her. Disgusted at this affront to Mystra's magic, she gathered several of her allies and told them of her concerns. They concurred that Faerûn needed good-minded spellcasters to join to protect the source of pure magic, and the Guardians of the Weave was born. Aluvauna pulled a few strings with the church of Mystra and got an official church blessing for her endeavor. Within a month, a dozen more interested Mystran and Azuthan casters joined the group, hailing from as far away as Halruaa, and within a year representatives of Deneir, Isis, Savras, Selûne, and the elf and gnome magic deities pledged solidarity with the Guardians. Aluvauna found herself in charge of a network of activist mages spanning much of Faerûn. Quickly adjusting to the position of leadership, she designated a lieutenant in each city served by a Guardian, trained her associates to recognize the signs of the Shadow Weave, and circulated magic to help them observe and report on dangerous spellcasters. Far more public than the Harpers, the Guardians are starting to earn a positive reputation among the common folk of Faerûn.

The Guardians Today

The Guardians is a young organization, and is suffering some growing pains. With such rapid growth, a wide network, and language difficulties, there was some chaos in the ranks over who reports to whom and the establishment of common badges and signals—but Aluvauna's efforts in the past six months have stabilized the organization's numbers and provided a stronger hierarchy for passing information. Some lieutenants are concerned that spies have infiltrated their group, and they're trying to find a subtle way to identify potential enemies without offending or alarming existing members. Aluvauna is working to make peaceful contact with individuals in two key areas: non-evil necromancers who choose to worship Velsharoon instead of Azuth or Mystra, and progressive Thayan wizards who seek magic for its own sake rather than for the power to dominate others. She feels that these Velsharoonite and Thayan contacts would allow her people access to information otherwise blocked to them; so far all but two (one from each group) she has reached were either openly hostile or Shadow Weave users.

Aluvauna and many other Guardians are practical enough to accept that ideology isn't enough to convince opposing spellcasters to turn away from evil and destruction, so they study common techniques used by evil mages and practice magical strategies that block or counter those styles. When not seeking out and fighting evil spellcasters, they catalogue wild magic and dead magic areas, offering a small reward for tips that lead to the discovery of a new location not in their records. Their small library is expanding quickly in this specialized area, and they do what they can to mark these dangerous areas or repair them. Other Guardians explore ruins and unearth tombs looking for dangerous magic items and artifacts so they can be locked away, destroyed, or otherwise kept out of the hands of those who would use such things to do harm.

The Guardians of the Weave has outposts (usually a lieutenant's home) in Silverymoon, Waterdeep, Baldur's Gate, Neverwinter, Arabel, Shadowdale, Selgaunt (Sembia), Darromar (Tethyr), Heliogabalus (Damara), Velprintalar (Aglarond), Mulsantir (Rashemen), Alaghôn (Turmish), Cimbar (Chessenta), Skuld (Mulhorand), the Great Rift, and Halagard (Halruaa). When members convene, they usually hold small meetings at a local lieutenant's house, though they have built a shrine outside Silverymoon that they consider the spiritual center of their organization; some have reported unusual beneficial magic effects near the shrine. Many members have never met each other, since only thirty members attended the largest gathering in the past year, due to various ongoing missions and geographical factors.

The Guardians' Foes

All organizations of evil mages are enemies of the Guardians, but a few are particularly hated. The Cult of the Dragon not only practices horrible forms of necromancy, it wishes to help evil dragons rule the world. The Zhentarim have similar plans of domination and are backed by the tyrannical power of an evil god. The Red Wizards are mostly evil, most of them want to rule the world, and most of those who don't are interested in using magic to corrupt and pervert other creatures. The shades, though mysterious in their long-term goals and mostly confined to Anauroch, are devotees of Shar and users of the Shadow Weave. The phaerimms are inherently evil and masters of powerful magic, and they are unafraid to use their magic to further their evil goals. While the church of Shar isn't composed just of arcane spellcasters, all those who worship Shar contribute to the strength of Shadow Weave magic and therefore also are enemies.

Of course, there are many lone mages, or minor cabals of foul-minded spellcasters—and the Guardians have a much easier time dealing with them. The Guardians have standing orders to capture any solitary known practitioner of either evil magic or the Shadow Weave (and in larger cities Aluvauna has made sure her agents are legally able to do so). In the case of members of large groups such as the Zhentarim, the Guardians are more cautious in their attacks, tracking their enemies until they can be dealt with in a way that doesn't bring retaliation upon their own organization.

While this practice makes them unpopular with evil mages and users of the Shadow Weave, the Guardians have rarely been attacked despite their public availability. One reason is that any mage who would attack another without provocation normally brands himself as dangerous, and most evil mages aren't willing to expose themselves to attack from public authorities without a very good reason. Another reason is the Guardians are known well enough to one another that an attack on one would bring an investigation and retaliation by others in the group. Thus, like city guards, the Guardians have relative safety in numbers and the power of order on their side; aside from infrequent attacks by the unbalanced, they can move safely despite their stated opposition to evil and chaos.

The Guardians' Allies

The group's devotion to good has made it easy for the Guardians to make alliances with other organizations. The Harpers, the Lords' Alliance, the Moonstars, the newly reformed Covenant (see page 100), and various knighthoods and paladin orders have pledges of mutual assistance with the Guardians in times of need. Rumors in some high circles say the Seven Sisters have given the group their blessing.

The Guardians have strong ties to the churches of Mystra, Azuth, and Selûne, and they maintain friendly relations with the followers of Deneir, Isis, Savras, and Thoth. Their gnome members have built ties with the church of Baravar Cloakshadow, and their elf-blood members communicate with the churches of Corellon Larethian, Hanali Celanil, and Sehanine Moonbow. The church of Torm appreciates the Guardians' aid in dealing with wild magic and dead magic areas, and for their particular efforts against the Zhentarim; Kelemvor's church respects them for their opposition to dark necromancy.

Membership in the Guardians

A potential member has to show a love of magic, active opposition to evil, and integrity. The Guardians can't afford to have warriors who flee in the face of wizardry, rogues who cower at the first sign of a magical trap, or spellcasters who are content to let evil magic flourish as long as it doesn't directly affect them. A current Guardian must recommend a potential member to a lieutenant, who gathers information on the person and, if seemingly suitable, arranges a meeting. If the meeting (which requires an on-the-spot *detect evil*) goes well, the lieutenant petitions Aluvauna for approval by the five senior members.

Most of the Guardians are active spellcasters, though a small number pursue other fields and only dabble in magic. Many worship Mystra or Azuth, and about a third of those are clerics. Spellcasting forms the backbone of the Guardians, though they hire trusted nonspellcaster friends to deal with other functions vital to keeping the group running.

Members are given a badge of office (a brooch, pin, or amulet shaped like a golden web stretched across a circle) but are not required to wear or display it. Each badge is marked on the back with a number to allow the members to track each other and (if necessary) identify a fallen or missing comrade by a found badge. Guardians can act alone or in groups, and there is no restriction against Guardians working with those outside the group (such as a member's fellow adventurers). Like *Harper pins,* some Guardian badges are magic items.

The Guardians accept dues in the form of money or small magic items that can be used by agents. Dues are used to pay for research, informants, government permits, and damages to property done in the pursuit of their goals. Since most of the members are adventurers, the group is fairly wealthy, and the dues are just a token to maintain the organization without having to dip into private funds. Members in financial trouble can have their expenses covered by the group when on missions for the organization, but this is discouraged and normally only done in true emergency situations.

Guardians of the Weave (Standard Arcane): AL CG, LN, LG, NG; 10,000 gp resource limit; Membership 130; Mixed (humans 85, half-elves 20, elves 13, gnomes 6, others 6); Dues 25 gp/month (100 gp to join).

Authority Figures: Aluvauna Thornym (NG female human wizard 11), Dustwater (CG male half-elf bard 9), Havarra Sorokevka (cleric 3/sorcerer 4/hathran 1 of Mystra).

Important Characters: Sarade Gedreghost (NG female human transmuter 12), Dorgafal Shiverock (NG male rock gnome bard 7), Ramas-Teth Ankh (LN male human diviner 9).

Associated Classes: Bard, cleric, druid, paladin, ranger, sorcerer, wizard, or other spellcasting class.

Associated Skills: Gather Information, Knowledge (arcana), Sense Motive, Spellcraft, Spot.

Requirements: A character wanting to join the Guardians of the Weave must be of non-evil alignment and swear an oath to protect the Weave from those who would abuse or destroy it.

All members have essentially the same duties: Keep an eye out for known or obvious evil spellcasters and evidence of the Shadow Weave (whether caster, item, or ongoing effect), report on what they find, and capture (or kill, if absolutely necessary) said spellcasters or people responsible for the Shadow Weave materials. Some members stay close to home and mainly spend time on reports and research, but most are active travelers and steer their adventures toward finding foes of the organization. Most have a magical or mundane way to contact another member in an emergency, and because some of the Guardians are only mid-level spellcasters, sometimes help arrives by way of a *teleport* spell.

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this group. As part of their special training, Guardians using *detect magic* can recognize a wild magic or dead magic area on the first round of the spell instead of the second round. They get a +1 competence bonus on caster level checks to detect, counterspell, or dispel Shadow Weave effects, and a +1 competence bonus on saving throws against Shadow Weave effects. Members of this group are also eligible to take the Overcome Shadow Weave feat (see page 33).

Knights of the Flying Hunt

Few events are more legendary or spectacular to witness than one of the famed flying hunts of Nimbral. Many have heard the tales of pegasus-riding warriors, their glass armor gleaming in the rays of the sun, swooping down from the sky to drive off fierce beasts or destroy pirate ships. Far fewer have actually observed such a magnificent thing, and those who have consider themselves most fortunate—or unfortunate, if they were the targets of the Knights of the Flying Hunt.

Hailing from the mysterious island realm of Nimbral in the Great Sea southwest of Chult, the Knights serve as that land's protectors, defending its people from dragons, woodland beasts, and pirates and slavers from distant shores. They dwell in fanciful castles in the interior of the island and answer to the mysterious Nimbral Lords, reclusive rulers who spend their days hidden away from the eyes of others. Only rarely do the Knights venture forth from Nimbral itself, but when they do, all who see them never forget the image.

History

The land of Nimbral has always been shrouded in mystery, and more fantastic lies than truths have been told and retold about the wooded realm. Certain scholars have gleaned some factual information, but the history of Nimbral still remains sketchy at best. Moon elves originally colonized the island and later welcomed humans from Halruaa who departed that wizard-dominated land due to their veneration of Leira. The two races intermarried freely until no pure elves remained, and their descendants lived in harmony on the island for many years.

At some point along the way, Nimbral's inhabitants found a greater need for protection from the depredations of dangerous beasts dwelling in the forests of the island, as well as from the raiding of pirates and slavers on the surrounding seas. Thus were the Knights of the Flying Hunt born, though it is doubtful they were dubbed such in those early days. The wizards of the land, long subjugated to the whims of the clergy of Leira, developed an impressive array of tools—such as magnificent glass armor, magical lances, and trained pegasi—for the Knights to use in their endeavors.

The Knights Today

The Knights of Nimbral have three ranks: Commander, Knight, and novice. Commanders lead patrols and hunts by virtue of experience, but they wield power very much as "first among equals" rather than brook-no-disobedience authority figures. Onlookers can immediately identify novices by their nonglow-

ing "practice suits" of armor, but Commanders wear no special badges or identification.

The Knights patrol the skies and coastal waters of the realm in groups of three to six pegasus-riders (typically including one or two novices). Patrols fly in one of three daily shifts: morning, late afternoon, and nighttime. Most Knights assemble at a mountaintop outpost every seven days to join in a larger hunt involving anywhere from ten to forty members, which takes them on patrol over all areas of the realm. Including novices, the full muster of Knights numbers approximately seventy-five.

In the event that a Knight sounds a general cry on an alarm-horn to announce a threat to the realm, larger hunts muster on particular mountaintops. That said, a Knight rarely sounds a general cry; more often heard is a rally call, which signals for individual Knights to race in as reinforcements to deal with a lone problem. On their patrols, the Knights attack predatory beasts and monsters, repel invaders and raiders (such as pirates and slavers), observe the whereabouts and doings of Nimbral's residents and visitors, and enforce the laws of Nimbral upon visitors and citizens alike.

The Knights' masters are the mysterious Nimbral Lords, of which little is known. They answer directly to these Lords, and it has been said that a Lord sometimes rides with the Knights so that he can cast a variant of *mass teleport* that snatches the entire Flying Hunt from the skies above Nimbral and sends it to mainland Faerûn or to isolated islands in the sundering seas between. Whether this is indeed true or not, the magic items used by the Knights of the Flying Hunt (armor, weapons, steeds, and horns) are made for and given to them by these Lords.

Symbol of the Knights of the Flying Hunt

Knights are provided with full plate armor made of glassteel (see page 65). Only the Lords (and certain Halruaan wizards) know how to make such armor, which is as hard and yet as durable as the finest battle steel. All novices begin training with a practice suit of dull gray armor known as *flying hunt armor*. When a novice becomes a Knight, the Lords bestow what is known among Nimbrese as *storm armor:* the glowing glass armor of legend. (Its hues and patterns have nothing to do with rank or awakened magic, but they shine and shift entirely as the wearer desires, gaining brightness as their rage or excitement increases, and going dim as consciousness or physical vitality fails.) Faithful service and outstanding performance by a Knight can earn more augmentations. The suits of senior Knights can have numerous powers.

Knights of Nimbral fight with swords, daggers, thrown clubs, and heavy lances. The Lords sometimes enspell some senior Knights' lances so that the Knights can activate them as wands.

The Knights, the wealthiest and most worldly of Nimbrese (with the exception of the mysterious Lords), dwell in fanciful castles—stone structures built in graceful, sweeping curves that feature tall, slender towers, balconies, and beautiful stonework. A "home farm" surrounds most Knights' castles, and on this land lives a small cluster of tenant families who grow specialized crops for sale around the island. Knights follow an elaborate code of chivalry (designed centuries ago to prevent them from raiding each other's holdings and families, or ever making war upon each other directly) and a strict code of loyalty to the Lords, ever mindful of the power those mysterious figures wield.

The Knights' Foes

Because the Knights of the Flying Hunt so rarely venture beyond the borders of their own realm, few can truly call them a foe. Still, the fierce creatures that roam the forested regions of Nimbral, were they of sufficient intelligence to understand such, would consider the Knights to be deadly enemies. The Knights do not ruthlessly hunt these beasts, preferring to leave them alone until one or more become a threat to the common folk of Nimbral, but they respond quickly and decisively whenever trouble arises.

Beyond the shores of Nimbral, the only folk who could truly call the Knights foes are the seafaring folk who use piracy and slavery as a means of making a living. Many slavers hailing from Calishite ports revile the members of the Flying Hunt as ruthless raiders and bandits, blaming them for many strange disappearances and bad luck, which suggests a long history of strife between the Nimbrese and any who would come slave-raiding within the Knights' reach.

Beyond those two kinds of enemies, the Knights have no argument with any other folk who come ashore, so long as they observe the laws of Nimbral. The history of the Knights is dotted with occasional tales of rivalries between members, usually in the form of fierce competition between their various demesnes and the kinds of crops grown, crafts sold, and so forth.

Illustration by Jason Engle

The Knights' Allies

There are no true allies of the Knights of the Flying Hunt. Being such an isolated realm, Nimbral itself has no formal relations with any other lands of Faerûn—though not long ago, skyships from the wizard-land of Halruaa traveled to Nimbral in response to a particularly notable foray by the Knights to the Nelanther Isles to wipe out a cluster of pirate ships. Whatever transpired between the Nimbrese and the Halruaans is left to speculation, but once the conversation was concluded, the skyships returned to their own lands, and it is generally assumed that the two sides consider relations to be amicable.

Membership in the Knights

Few become Knights of the Flying Hunt who are not Nimbrese, although such is not unheard of. Of course, before such a thing can happen, the visitor must become a resident, choosing to settle on the island and call it home, and demonstrate unquestioning loyalty to both the land and its people. Far more often, a native Nimbrese usually rises into the ranks of the novices after journeying in secret to the mainland in her youth to taste what the rest of Faerûn has to offer. Many of the most restless Nimbrese youths can't wait to "take the tour," as this practice of wandering and adventuring is known—and unless they meet with misadventure abroad, or fall deeply in love with someone who is rooted to the mainland, they return eventually to Nimbral and prepare to join the Flying Hunt.

Only those with courage, skill at arms, and an affinity for pegasi can hope to become a Knight of the Flying Hunt. Most novices are military-minded characters, typically fighters and rangers. Paladins are quite rare, and clerics also seldom make suitable members, for the folk of Nimbral do not tolerate organized faith within their realm. Wizards, rogues and other nonmartial characters rarely demonstrate the talents to serve effectively.

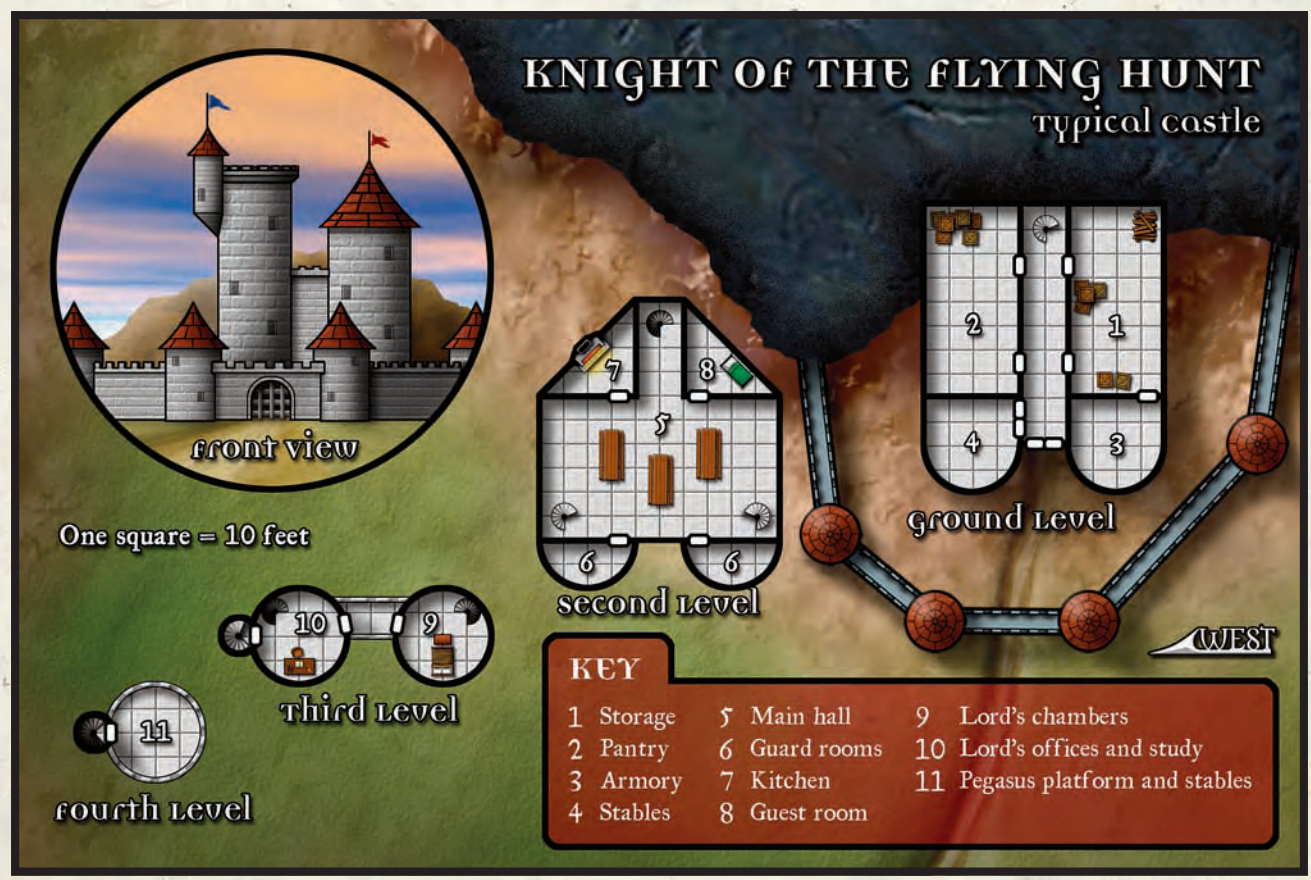
Knights of the Flying Hunt (Standard Government): AL LG; 500,000 gp resource limit; Membership 75; Isolated (humans 68, half-elves 7); Salary 100 gp/level/month.

Authority Figures: Nimbral Lords, Nimbral Heralds.

Important Characters: Chergon Holvik (LG male Nimbrese human fighter 8/Knight of the Flying Hunt 10; the eldest, longest-serving Knight Commander still in active duty), Baltir Merivolst (LG male Nimbrese human fighter 7/Knight of the Flying Hunt 8; led the punitive expedition against the pirates in the Nelanther Isles), Solianth Draminsla (female half-moon elf ranger 9/Knight of the Flying Hunt 4; responsible for training novices and as hard-edged as they come).

Associated Classes: Fighter, ranger.

Associated Skills: Handle Animal, Ride.



Requirements: To become a member of the Knights of the Flying Hunt, a character must first qualify for and take a level in the Knight of the Flying Hunt prestige class, whereby he is considered a novice. Once he has joined the ranks of the Knights, he must participate in regular patrols and defend the island realm of Nimbral in order to be considered active and to earn his salary. On occasion, Knights can be asked to journey to distant locales on behalf of the Nimbral Lords in lieu of their regular duties. This is still considered active military service.

A Knight is expected to begin construction of a demesne immediately upon becoming a member of the group. While at novice level this estate may be modest—such as a manor house with one or two farms—as a Knight rises in levels, his prestige ought to rise with it. Thus, at higher levels, only a true fortified castle is considered acceptable.

Note: If you have the *Stronghold Builder's Guidebook,* you can use the sizing system of stronghold spaces found there to gauge an adequate size for your manor or keep. Assume that the total size of your demesne should be three times your prestige class level in stronghold spaces, and that at least half of those must be allocated to the main keep, with the remainder serving as outbuildings, farm houses, and so forth. Thus, by 10th level in the class, a Knight Commander's demesne is expected to be no less than 30 stronghold spaces in size, 15 of which are a main keep. Since no character will want to rebuild his castle at every level, the majority of the allotment will necessarily go toward a larger fortification early on, with more outbuildings and farms added as the need arises.

Favored in Guild Benefit: A Knight of the Flying Hunt must have the Favored in Guild feat to qualify for membership in the organization and must have taken 1st level in the prestige class (see page 106). Thus, he gains special benefits automatically for belonging to this group. He earns a salary of 100 gp per Knight of the Flying Hunt level each month so long as he actively participates in his duties or is on special assignment. He receives any necessary curative and restorative spells to heal wounds and other maladies sustained in battle. And he receives the legendary *flying hunt armor* of the Knights (see page 65) as a gift from the Nimbral Lords.

The Knights of Imphras II

The Knights of Imphras II is an elite order of paladins and clerics who pledge fealty to the crown of Impiltur and dedicate their lives to the defense of the Realm of the Sword and the Wand. The Most Holy Order of the Sacred Shrike, as the order is formally known, is composed of holy warriors of the Triad (Tyr, Torm, and Ilmater) who specialize in hunting down and destroying fiends and other buried legacies of ancient Narfell.

Because Impiltur is confronted by many threats from within and beyond its borders, members of the Knights of Imphras II must deal with a wide range of situations, from daggers hidden amid the robes of court life to the horrors of unexplored demoncysts that lie beneath the surface of Impiltur's uplands, and respond with an appropriate degree of tact and martial prowess.

History of House Heltharn of Impiltur

In the Year of the Dawndance (1095 DR), Imphras Heltharn, War-Captain of Lyrabar, united the city-states of Lyrabar, Hlammach, Dilpur, and Sarshel, the wood elves of the Grey Forest, and the shield dwarves of the Earthfast Mountains to face the menace of the hobgoblin hordes advancing from the Giantspire Mountains, from where they had only raided sporadically before. After a terrible struggle, the combined host of Imphras was driven back to the shores of Bluefang Water. There, with the aid of Soargar, Mage Royal of Old Impiltur and Archmage of Lyrabar; his apprentice, the young sorceress Sambral; and the visiting archmage, Velgarbrin of Baldur's Gate, the folk of Impiltur routed the hobgoblin horde. Soargar then breathed his last, but only after telling Imphras of the lost Crown of Narfell and the cache of magic blades contained within his tower. In the Year of the Gleaming Crown (1097 DR), after two years of diplomacy between the cities, the people of now-reunited Impiltur crowned Imphras as king, ending the era known as the Kingless Years (926–1097 DR). King Imphras I raised a small tower at Filur, from which he ruled, and, in time, he wed Sambral and had two children.

Queen Sambral died in the Year of the Rose Pearls (1122 DR), and, after grieving for her, Imphras I soon passed as well. Their son and eldest child Imbrar took the crown. King Imbrar's younger sister Ilmara became a sorceress under Mhilra of Milvarune and found the Scrying Stones of Myth Drannor. Princess Ilmara then founded Ilmwatch, to guard against the return of the hobgoblins.

In the Year of the Luminar Procession (1127 DR), Ilmara saw the hobgoblins stirring in one of the Scrying Stones, so King Imbrar marched into the mountains, accompanied by his Royal Guard, who bore the blades that were collectively known as Soargar's Legacy. Imbrar and his men were never seen again, but neither were the hobgoblins—so Ilmara sorrowfully took up the Crown of Narfell and reigned as Impiltur's queen.

In the Year of the Parchment Heretical (1167 DR), Ilmara finally took a husband half her age, one Rilaun of Sarshel. Rilaun became sorely wroth when Ilmara named their first son, Imphras II, king upon his birth in the Year of the Earth Shaking (1169 DR), as was the law. Rilaun took up arms to seize the crown, but he was murdered before he could do so. Queen Ilmara

continued to rule as regent until the Year of the Immoral Imp (1185 DR), when Imphras II was crowned king after he reached sixteen years of age, again according to Impilturan law. In time, King Imphras II wed Lasheela of Dilpur, and they had two sons: Talryn (born in 1188 DR) and Lashilmbrar (born in 1190 DR). After years of illness, Lasheela died of a wasting disease in the Year of Private Tears (1204 DR), and Imphras II married his longtime mistress Rebaera Osterhown within months of his first wife's death. She bore him three sons—Kuskur (born in 1205 DR), Velimbrar and Elphras (identical twins born in 1207 DR)—before dying giving birth to a fourth son, Fylraun (born in 1209).

In the months following his marriage to Rebaera, Imphras II became a wanderwit, leaving the day-to-day rule of Impiltur to his unscrupulous court advisors. In the Year of the Gamine (1208 DR), Crown Prince Talryn attempted to have his father declared unfit to rule, but his brother, Prince Lashilmbrar, who had allied himself with key members of the royal court, secretly betrayed him. Although forced to flee into exile, Talryn retained the title of Crown Prince, in accordance with Impilturan law. The next year, Lashilmbrar and his allies orchestrated Impiltur's involvement in the destruction of Urdogen's pirates, nominally to eliminate the threat to Impiltur's merchant fleet. Once again Talryn escaped his brother's treacherous hand through chance, when his ship was blown off course before its expected rendezvous with Urdogen's fleet. Three years later, Talryn learned of his father's death from a captured Impilturan merchant and returned to Impiltur in expected triumph. In truth, the death of Imphras II was a ruse secretly engineered by Lashilmbrar and his allies, and the "Pirate Prince" was executed by his father's royal guard within moments of disembarking at Lyrabar's docks and proclaiming himself king. Lashilmbrar then had his father strike Talryn's name from the royal records and had himself named crown prince.

King Imphras II died in the Year of the Winged Worm (1225 DR), and the Crown of Narfell passed to his eldest living son, Crown Prince Lashilmbrar. As king, Lashilmbrar long resisted fathering rivals to his rule, but he eventually married Thelmara Rorntarn, who bore him two sons, Imphras III (born in 1276 DR) and Rilimbrar (1280 DR). Prince Kuskur married Elthinda Balindre of Telflamm, daughter of that city-state's merchant prince (equivalent to a hierarch or grand prince), and she bore him one son, Thaum. Prince Velimbrar married Almarean Dintersan, and she bore him four daughters and then a son named Soarimbrar. His twin, Prince Elphras, never married, and vanished in the Year of the Defiant Keep (1244 DR) after raising a castle near the Great Barrow. Prince Fylraun, the youngest son of King Imphras II, married Marea Forgecrown, who gave him two daughters and a son, also named Elphras.

In the Year of the Deep Moon (1294 DR), the adventurer-prince Thaum plotted to advance his claim on Impiltur's crown. He secretly plotted to have King Lashilmbrar, Queen Thelmara, and Crown Prince Imphras III assassinated. Although Prince Rilimbrar was also a target, he was the only one to escape his cousin's trap. Rilimbrar's survival foiled Thaum's plot to place his father, Prince Kuskur, on the throne, but it did have the effect of elevating Rilimbrar to the title of king and Kuskur to the title of crown prince (at least temporarily). As unaware of his son's involvement as everyone else was, Crown Prince Kuskur agreed to return to Impiltur and serve as regent until Prince Rilimbrar came of age. Since Rilimbrar was likely to have sons of his own, there was little chance that Thaum would ever inherit the crown.

With his father away and his doddering maternal grandfather on the throne of Telflamm, it was a simple matter for Prince Thaum to empty much of Telflamm's treasury to hire an army of mercenaries. With his army and his only child, Imphras, in tow, Thaum sailed across the Easting Reach and sacked the city of Sarshel with complete surprise. Thaum and his mercenaries then marched on the Tower of Filur and seized the throne of Impiltur. Regent Kuskur and King Rilimbrar fled into hasty exile, but without access to Impiltur's treasury, they were unable to muster much of a fighting force to reclaim the throne. Instead, Kuskur turned to Queen Ilione of Aglarond and requested her aid. Ilione sent her mysterious apprentice, known only as the Simbul, to dispatch Thaum with magic, a mission she accomplished in short order.

With Thaum dead, his army of mercenaries melted away. Efforts by Thaum's son Imphras (later Imphras IV) to hold the throne himself came to naught, and King Rilimbrar was restored to the throne in the Year of the Black Hound (1296 DR). Crown Prince Kuskur never returned to Impiltur, choosing instead to live out his remaining few years in self-imposed exile in Velprintalar. His grandson Imphras was placed under house arrest in the royal tower at Filur, remaining there even after he became Crown Prince Imphras IV.

Symbol of the Knights of Imphras II

Illustration by Jason Engle

King Rilimbrar wed Ilbritha Eirlthaun in the Year of the Singing Skull (1297 DR), but she bore him only daughters, who could not legally inherit the crown. The eldest of the daughters, Princess Sambryl (born in 1299 DR), grew into a skilled wizard like her great-great-great-grandmother and near-namesake, the wife of King Imphras I. As King Rilimbrar grew old in the late 1330s DR, the members of his court grew nervous. The honorable king seemed unlikely to have a male heir, and the traitorous Imphras IV, great-great-grandson of Imphras I, stood next in line for the throne, despite pleas to have him summarily executed; according to Impilturan law, unless no male heirs exist, a woman is not allowed to rule except as regent, and then only if she is the reigning queen. In order to remedy this situation, King Rilimbrar had his daughter, Princess Sambryl, wed her second cousin, the crown prince, in the Year of the Highmantle (1336 DR), although the marriage was never consummated. He then appointed the twelve living male heirs of the fourth and sixth sons of Imphras II as a ruling council, effective upon his death and revocable only after Sambryl was no longer queen, and invested the Lords of Imphras II with the collective authority to oversee the realm in the name of the crown. The aging king then decreed that the Lords could select replacements from the citizenry of Impiltur with the approval of the monarch (a process that has occurred four times since the founding of the Lords).

In the Year of the Wanderer (1338 DR), King Rilimbrar passed away, but not in the fashion long expected. A mysterious fire destroyed the royal tower at Filur, killing the king, the queen, Prince Verimlaun (the son of Soarimbrar the Elder), and then-Crown Prince Imphras IV. When it was determined that the crown prince died after the king, Sambryl became queen of Impiltur and moved the royal court to Lyrabar. However, since Imphras IV was never crowned, he is considered to have never ruled. As queen, Sambryl could not rule, but she could serve as regent for the next living male in line for the throne, if he were not of age. Because the next in line was the infant Prince Soarimbrar the Younger, the eldest child of the late Prince Verimlaun, Sambryl became the reluctant regent.

Under the regency of Queen Sambryl, King Soarimbrar the Younger never formally acceded to the throne, for he was murdered just days short of his coronation at the hands of unknown assassins in the Year of the Bow (1354 DR). Next in line was his infant nephew, King Imphras V, who died of a wasting sickness at the age of four in the Year of the Wyvern (1363 DR).

The third boy-king of Sambryl's regency is King Imbrar II, younger brother of Imphras V, rightful monarch of Impiltur, and a few months shy of sixteen years of age. Despite the fact that Sambryl's regency is expected to come to an end before the end of the Year of Lightning Storms (1374 DR), little is known about Impiltur's boy king, for the Lords of Imphras II have long kept him hidden away. Despite years of investigation, the Lords are unsure who is responsible for the deaths of so many recent kings and whether it is one of their own, hoping to preserve the oligarchy at the expense of the monarchy. Only queen Sambryl is apparently above suspicion, given her obvious disinterest in ruling.

As a result of all this royal turmoil, Impiltur has rarely acted outside its borders in the last century. The ever-present threats posed by the legacies of Narfell, coupled with the nigh-constant intrigue surrounding the throne, have nearly paralyzed the realm. Only the end of the regency and the commencement of a new reign promises to restore Impiltur to its full potential—a prospect that might well inspire thoughts of another regicide in some quarters (within and beyond the borders of the realm).

History of the Knights

In the Year of the Dowager Lady (726 DR), the unburied legacies of ancient Narfell precipitated the collapse of Impiltur's Durlarven dynasty, driving most of the Impilturan populace into exile and allowing King Agrosh the Scaled to seize the throne. Determined not to repeat the mistakes of Cormanthor's Weeping War (711–714 DR), the churches of Tyr, Torm, and Ilmater proclaimed the Triad Crusade, and noble knights from across Faerûn marched on Impiltur to answer the three gods' call.

In the aftermath of the Fiend Wars (729–732 DR), the newly crowned paladin-king, Sarshel Elethlim, established the Order of the Triad by royal decree as a home for those who had survived the crusade. The Order gained fame at the Battle of Moaning Gorge (756 DR) in combat with Ndulu's horde of demons, and it earned further prominence during the Harrowing of Nord (788–807 DR), as the never-ending hunt for fiends under King Nord came to be known. The Triadic knights served the Elethlim Dynasty ably and well for decades, but the plague that felled the monarchy in the Year of the Spouting Fish (922 DR) proved their undoing as well.

During the Kingless Years (926–1097 DR) and the early years of the Elethlim Dynasty, the tradition of Triad-pledged knights continued in the lands of Old Impiltur, but the number of such holy warriors slowly waned as lurking fiends and other terrors picked them off one by one.

In the Year of the Shrike (1196 DR), nearly a century after the monarchy was restored, King Imphras II returned from a royal hunt convinced he had seen a sign from the gods after observing a shrike attack and defeat a small demon. Immediately thereafter, Imphras II established a holy order of knights, the Most Holy Order of the Sacred Shrike, to serve the monarchy and rebuild the traditions of the fallen Order of the Triad.

In the years since their order's (re)establishment, the Knights of Imphras II, as members of the order have come to be known, have served Impiltur's monarchs and regents with distinction, never failing in their duty to the Realm of the Sword and Wand or the royal house of Heltharn. Time and again, by working in concert, the heirs of Sarshel's crusaders have driven back fiend-led threats both insidious and overt.

The Knights Today

The Knights of Imphras II have always served at the bequest of Impiltur's reigning monarch. After King Rilimbrar established the Lords of Imphras II in the Year of the Highmantle (1336 DR), he reconstituted the Most Holy Order of the Sacred Shrike to serve as the elite army of the dozen-strong Council of Lords. King Rilimbrar selected three of the Lords to served as the ruling Triumvirate of the order, one each from the three churches of the Triad.

The Triumvirate leaves the day-to-day affairs of the order to the Council of Shrikelords, forty powerful paladins and clerics who collectively direct the group's efforts. Every Knight of the order is assigned to serve one of the Shrikelords, but the details of that assignment vary from unit to unit. Some Shrikelords organize their units into regular army companies, while others assemble elite strike teams to meet the needs of the day from among the assembled Knights.

All Knights are considered members of Impiltur's warswords (the standing army), with most holding officer positions within the corps. The chains of command within the army and the order are distinct, and, while theoretically it is possibly to report to one's direct superior or have one's superior report to you, in practice such a situation never occurs.

The Knights' Foes

The most enduring legacies of ancient Narfell to plague the kingdom of Impiltur are the tiny pockets of the Abyss known as demoncysts buried beneath the land, which house imprisoned fiends and other unspeakable horrors. The Knights of Imphras II are Impiltur's first line of defense in confronting such horrors and the fiend-tainted spawn they have birthed. Because escaped fiends often recruit tribes of evil humanoids from the Earthspurs and the Giantspire Mountains and fleets of pirates from the Sea of Fallen Stars, the Knights often find themselves in battle with orcs, hobgoblins, buccaneers, or worse. Members of the order must also deal with those who would traffic with such fiends, including those who venerate the Gods of Fury and the Cult of Eltab.

Soargar's Legacy

The archmage Soargar, last Mage Royal of Old Impiltur, witnessed the plague in 922 DR that decimated the royal family and the disappearance at sea of Princess Aliia in the Year of the Cracked Turtle (924 DR). Two years after that, Soargar watched the realm fracture into a mass of warring conspiracies, as each noble family attempted to place one of its own on the vacant throne. In the hope that the glory of Old Impiltur could one day be restored, he saw to the safeguarding of many of Impiltur's treasures until the day the kingdom would once again stand united.

Just before Soargar breathed his last in the Year of the Dawndance (1095 DR), he bade Imphras, War Captain of Lyrabar, to go his tower and claim the legacy of Old Impiltur. There, New Impiltur's first king discovered the wondrous *Crown of Narfell* (see page 71) and more than five score magic blades long thought lost. The swords were given to Imphras's loyal battle companions, who became his Royal Guard in time, and were subsequently lost with King Imbrar and his warriors in the Year of the Luminar Procession (1127 DR). (For more on their fate, see page 137 of *Champions of Ruin*.)

The sage Othiiyr Velthrann of Tsurlagol has made the study of the swords of Imbrar's Royal Guard his life's work. Othiiyr has recorded the rumors and tales surrounding the lost blades of Imbrar, and specifically noted the histories and last known whereabouts of at least a dozen blades known to have been brought out of the Giantspires by diverse means. With Othiiyr's help, the Knights of Imphras II have made it an ongoing quest for the entire order to recover the lost swords of Soargar's Legacy. At present, seven of the blades have been recovered and are wielded by the Lords. Most young Knights of Imphras II dream of finding their own sword of legacy and thereby demonstrate their fitness to join the Lords of Imphras II.

The seven swords currently held by the Knights of Imphras II are named *Caercailyss* (the Elftear), *Heilean* (o' the hills), *Jirnysyn* (the Thorned), *Melyntaan* (Wyrmtongue), *Orindâarag* (the Ironstar Blade), *Velswyryn* (the Chimera), and *Xinylnik* (the Bone-eye). Othiiyr is familiar with the histories of nearly a dozen others, including *Ashram, Dornavver* (also known as Demonbane; see page 62), *Ellendrin* (the Weeping Blade), *Felthann* (Liluth's Summertongue), *Galathos, Iltornar* (the Goretooth), *Malagar* (the Burnfang), *Palreth, Sarghathuld* (Orcbane), *Tendar* (the Wailer), and *Ulfindos* (the Corsair Scourge). Efforts are under way to recover them all.

The Knights' Allies

The Knights of Imphras II are strongly allied with Impiltur's monarchy, and with other groups loyal to the crown. The order receives significant backing from the churches of Tyr, Torm, and Ilmater. The Knights have fought alongside the Just Knights of the House of Tyr's Hand in Milvarune and the Disciples of St. Sollars the Twice-Martyred of the Monastery of the Yellow Rose .

Membership in the Knights

Joining the Most Holy Order of the Sacred Shrike requires the sponsorship of one of the three churches of the Triad and a pledge of fealty to Impiltur's crown. Would-be Knights are admitted on a trial basis until they prove their wisdom, bravery, and endurance by confronting three foes of Impiltur. The Test of the Triad can only be completed when three senior knights of the order agree to sponsor the new recruit. Traditionally, most recruits fulfill such a requirement by destroying at least one fiend, participating in a pitched battle against a host of invading humanoids, or unmasking a threat to Impiltur's crown. All applicants who die in service to the order's goals and cannot be brought back to life are posthumously admitted to the order, even if those who have not yet passed the Test of the Triad.

Knights of Imphras II (Expansive Religious): AL LG; 200,000 gp resource limit; Membership 700; Mixed (humans 630, shield dwarves 35, halflings 28, others 7).

Authority Figures: War-Captain Engarth (LG male ranger 2/paladin 9 of Torm/Triadic knight 7), War-Captain Limbrar (LG male Damaran human paladin 12 monk 5 of Ilmater), and War-Captain Rilimbraun (LG male Damaran human cleric 9/paladin 7 of Tyr).

Important Characters: "Sarshel of Laviguer" (King Imbrar II, 15-year-old boy king in deep disguise) (LG male Damaran human paladin 7/Triadic knight 1).

Associated Classes: Paladin, cleric, Triadic knight (see page 122), knight of the chalice[CW].

Associated Skills: Knowledge (religion), Knowledge (the planes), Ride.

Requirements: A member of the Knights of the Imphras II is expected to participate in activities organized by his superiors on a regular basis. The Knights are dedicated to the defense of Impiltur against all threats, including the depredations of coastal pirates, hobgoblin hordes from the Giantspires, and the legacies of buried Narfell.

Favored in Guild Benefit: Members of the Knights of Imphras II gain access to a variety of goods and services that make their adventuring exploits easier, particularly for those tasks done in the service of the Knights. Training, spell access, and shares of the spoils brought in by Knights' actions are all available, so long as the member continues to contribute to the efforts of the Knights.

Because the Knights are pledged to the defense of the monarchy, they can draw on the royal treasury for the purchase of arms and armor. Any such item the character wishes to purchase (within the strictures of the gp limit) can be bought for 90% of its standard value, with the crown paying the difference. In addition, characters who battle would-be invaders of Impiltur are permitted to keep any personal items the interlopers carried, while the crown only claims siege weapons and the invaders' supplies.

Knights also have access to free spellcasting within the organization. Once per month, any member can request a single spell be cast upon him. This can be a divine spell cast by a member of up to two levels higher than the requester, or an arcane spell cast by a member of up to the same level as the requester. Thus, a 5th-level Knight could request a single divine spell of a 7th-level caster or a single arcane spell of a 5th-level caster. If any expensive material components are needed to cast the spell, the requester must provide those (or the coin to purchase them). Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a Knight receives disposable magic equipment (scrolls, potions, and wands) equal to 10% of the Knight's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership. This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids. Occasionally, a member can receive permanent magic equipment on loan (usually with defensive or unusual properties, such as *nondetection*), but he is expected to return these items upon completion of the mission.

The Knights of the North

The Knights of the North are a small band of soldiers and adventurers dedicated to the ruination of the Zhentarim. Based in the Moonsea region, they have been labeled as raiders, murderers, and worse by their foes, but the Knights are far more than simple brigands. Each member of the organization burns with a desire to see justice done, and the group as a whole is galvanized by a call to action to stop Zhent plots and machinations wherever they might spring up.

Members of the Knights of the North can expect hard riding, harder living, and the hardest of beds each night as they range the coastal plains and foothills of mountains in their quest to disrupt Zhent trade in the region. As often as not, Knights are on the run from Zhent forces bent on hunting them down once and for all, but they will never stop so long as their goals are unfinished, their causes unmet.

History

Established in the Year of the Harp (1355 DR), the Knights of the North came into existence after Zhentil Keep's betrayal against the multicity forces stationed at the Citadel of the Raven in the Moonsea area. During an attack in that year by invading orcs, when most of the garrison was on the field of battle outside the citadel's walls, wizards loyal to the Black Network struck. They employed poison and magic to destroy the remaining non-Zhentarim troops still stationed inside, then sealed the gates and lowered the flag of the Raven, replacing it with the standard of Zhentil Keep. When the citadel forces were driven back by the advancing orcs, they found themselves locked out, trapped between the walls of their own keep and the marauding humanoids. It was an almost total slaughter.

A few seasoned members of the doomed troops, mostly adventurers and leaders with enough campaign experience to recognize the catastrophe quickly enough to react, managed to evade the trap set by the Zhentarim. Led by Galauntar Hawkhelm, the commander of the forces, these individuals fled from the carnage and took refuge elsewhere in the mountains. Hawkhelm was mortally wounded during the escape and succumbed to his injuries a short time later.

Angered by the betrayal and wishing to extract immediate vengeance, the handful of adventurers and military leaders quickly agreed to continue working together, dedicating themselves to opposing all things related to Zhentil Keep. Adopting the name Knights of the North, the group initially numbered some forty strong. From their hideout in the foothills of the Dragonspine Mountains, the Knights prepared to deal a retributive blow to the Zhents.

The Knights were full of courage and resolve but had little in the way of experience or significant numbers, so they were limited initially to opportunistic caravan raids and the occasional impromptu back-alley assault on known Zhentarim agents. Such tactics, while emotionally satisfying early on, led to the deaths of a few careless members and an increased level of risk to others as the Black Network began to react to the Knights' presence. More than a few raids went awry when helpless-looking Zhent caravans traveling the lonely trade routes through the Moonsea turned out to be deadly traps set for the Knights. Bounties of considerable value were placed on more than one Knight's head, offers of gold to anyone who could hunt the leaders down and return their remains to the Zhentarim. The Knights, whittled to half their original number in the first year alone, soon learned the wisdom of caution and watchfulness and began to alter their strategies.

Over the next thirteen years, the Knights of the North continued to work at cross purposes to the Zhentarim, ranging all over the north side of the Moonsea region. Taking advantage of the chaos during the Time of Troubles and the reign of Cyric in Zhentil Keep for a time afterward, the Knights became quite adept at inflicting maximum destruction with minimum risk to themselves. The group's members learned how to keep one step ahead of Zhent hunters by establishing a multitude of safe houses inside urban areas and remote hideouts beyond the reach of most city garrisons. They adopted the practice of carving or marking in blood personal signs, along with the slogans "One for the Raven" or "Justice for another," upon their victims. They earned the respect and support of many kinder, gentler folk of the Moonsea region upon whom the Black Network continually trod in its quest for mercantile domination.

Symbol of the Knights of the North

The destruction of Zhentil Keep in the Year of the Banner (1368 DR), coupled with the Zhentarim's resiliency in the face of such a catastrophe, made it clear to the Knights of the North that they had to do more than mere raiding if they wished to finally take down the Black Network once and for all. Thus, after thirteen years of entirely military action, with little growth in their numbers, the Knights began expanding their influence into other areas, all with an eye toward thwarting Zhent trade.

The Knights began an active recruiting campaign designed to swell their numbers. They found the most success where Zhent activity was cruelest and resulted in broken lives, but they located individuals who displayed a genuine desire to stand up to the oppressive and greedy Zhentarim practically anywhere. The recruiters were always careful to screen applicants first, employing scrying magic and trial missions with false objectives in order to ferret out Zhentarim spies hoping to gain access to critical plans and personnel. Even after a candidate seemed worthy, the Knights maintained a layered effect within the organization, preventing the candidate access to the higher levels of leadership until they were sure the new recruit could be trusted.

In addition to continued raiding on Zhent caravans, the Knights also began hiring on as guards for other merchant groups, particularly those out of Hillsfar, Mulmaster, and Sembia. They began investing the spoils of their raids into other mercantile interests, actually establishing legitimate competition with Zhentil Keep's own trade. They befriended other organizations and guilds

Illustration by Wayne England

that looked upon their work favorably, in particular the laborers of the frontier who were most vulnerable to Zhentarim ruthlessness. The miners of Glister, for example, secretly support the Knights and provide them with funds and goods to maintain their operations. Otherwise, the miners realize, the Zhents could easily monopolize the caravan route across the Thar and effectively control them through threats of withholding necessary supplies of food and clothing unless fealty is promised.

To combat the superiority the Zhentarim had in the skies, particularly the development of skymages, the Knights began training an elite force of aerial combatants, mounted on dire hawks. These special members became known as the skysentinels, and they evened the odds in aerial combat in the Moonsea region. As devastating as they are valorous, the skysentinels have made the Knights of the North more formidable than ever.

The Knights Today

Currently, the Knights of the North have nearly fifty members divided into two main contingents. The inner council of the Knights consists of the leadership of the organization and their immediate subordinates, people of all races and genders who remain in the background and are not generally accessible to the outer shell. The commanders are those left from the escape at the Citadel of the Raven eighteen years ago, though they are all older, wiser, and more prone to administration than raiding. With success has come the necessity to better plan and organize, and they focus their energy on such matters, leaving the warfare to the outer corps.

The commanders also have softened their stance somewhat in recent years. Whereas once anyone associated with Zhentil Keep was assured a swift death at the hands of the Knights, in more recent years the group has displayed a degree of compassion. The Knights routinely offer common soldiers, caravan guards, and other laypeople who were merely employed by the Black Network a chance for redemption, so long as they forego future dealings with the Zhentarim. Those who agree are given their freedom but no second chances. Those who don't (as well as those who actively work to further Zhentarim goals) are slain.

The outer corps of the Knights is made up of the foot soldiers, scouts, spies, and caravan guards who work on specific missions, ranging into the field to take down Zhent machinations or assisting others in challenging the Black Network's dominance in the region. They come from all walks of life and bring varied talents to the cause—but they are all driven by the common desire to see the Zhentarim laid low.

The Knights of the North have no true headquarters, for to become stationary is to invite death. Instead, they maintain a scattered network of supply caches and secret assembly points, places where members fleeing from Zhent pursuers can hole up,

or where leaders can quietly gather to plan, share information, or garner supplies. Some of these secret hideaways are deep in the wilderness, up blind canyons deep in the mountains, or in hidden glens in the forest. Others are unobtrusive warehouses and basements in places such as Phlan, Thentia, and Glister.

The Knights' Foes

Aside from the obvious (Zhentil Keep and the Zhentarim), the Knights don't get along with any of the clergy or followers of the major temples dedicated to Bane, Cyric, Loviatar, and Mask in the Moonsea region. Though the Knights have enough on their hands just dealing with the Black Network, they will never dismiss a ready opportunity to disrupt the evil intrigues of others.

The Knights' Allies

The Knights of the North count as friends many of the numerous guilds and unions throughout the Moonsea region who suffer from the monopolistic approach of the Zhentarim. At the very least, these organizations look favorably upon the work of the Knights, and in many cases, they secretly support their efforts through donations of coin, supplies, and hiding places. In some instances, the groups provide information, jobs, and temporary muscle to members. The caravan companies are most prominent among these allies.

Membership in the Knights

Anyone wishing to become a part of the Knights of the North must be recruited; it is quite difficult to track down a member and ask to join, because Knights rarely make their affiliation public knowledge. Prospective members must show some level of enmity toward the Black Network and its agents, most often through out-and-out conflict with Zhents. Once recruiters are aware of an individual with those qualities, they make contact, offering a chance to join the Knights.

Characters of all kinds can be of service to the Knights, though some are better suited to the rugged lifestyle than others. Anyone handy with a blade or bow can serve on caravan duty or with the raiders, or simply as muscle for back-alley confrontations. Spellcasters are always needed for strike teams performing precision work, and for escape and healing afterward. The stealthy among the members are often called upon to go undercover and discern valuable information. Every job is dangerous, and each provides a valuable service to the organization.

A member's service to the Knights of the North isn't always a continuous affair. At times, a Knight might find that he has drawn too much attention to himself and needs to lie low for a while. In those cases, a trip to a distant land for unrelated adventuring might be in order. But in general, a Knight of the North expects to live for the cause on a full-time basis.

Members maintain some flexibility in their lives, because the needs for their services might suddenly change. Some members could be called upon at a moment's notice to ride forth to attack a Zhent caravan or a secret envoy. Specially trained members might be asked to go undercover for months at a time to ferret out Zhentarim plots and secret activities and report back to the Knight leadership. Others might simply be asked for specialized services (such as spellcasting or crafting of items) on an occasional or emergency basis, or to provide lodging and care for others who are in hiding or wounded.

Knights of the North (Minor Mercenary): AL CG, LN, NG; 40,000 gp resource limit; Membership 47; Mixed (humans 37, halflings 3, dwarves 3, elves 2, gnomes 1, half-orcs 1).

Authority Figures: Esterelve (LN male Chondathan human fighter 8/cavalier 7; a highborn charismatic leader originally from Sembia), Ildil (LN male Damaran human wizard 14; a rather vain, insecure man), Jhesentel Fyretalen (CG female Damaran human fighter 16; sometime lover of Esterelve), Heldel Thasstan (CG male Iluskan human cleric 20 of Tymora; an albino with a playful demeanor), Zhuirentel "Zeldar" Laughingwater (CG female moon elf wizard 8/ranger 6; tall even for a human).

Important Characters: Harstel Ulphrack (NG male Chondathan human cleric 7 of Lathander; recruiter), Hamril Ulphrack (NG male Chondathan human wizard 6; Harstel's twin brother, recruiter), Logim Berweld (NG male Damaran human ranger 8; master scout), Sinda Brownhelm (CG female shield dwarf fighter 12; raid commander), Joatra Stelmar (NG female Damaran human druid 15; master skysentinel).

Associated Classes: Fighter, ranger, rogue, cleric, wizard.

Associated Skills: Disguise, Hide, Knowledge (geography), Ride, Survival.

Requirements: A member of the Knights of the North is expected to participate in activities organized by his superiors on a regular basis. The Knights are dedicated to bringing down any Zhent machinations, as well as furthering activities that directly compete with the Black Network, so only those who are truly resolved to see this course through to the end will be allowed to become a Knight, anyway.

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this group. Members of the Knights of the North gain access to a variety of goods and services that make their adventuring exploits easier, particularly for those tasks done in the service of the Knights. Training, spell access and castings, and shares of the spoils brought in by Knights' actions are all available, so long as a member continues to contribute to the efforts of the Knights.

Because the Knights engage in legitimate trade, aid merchants who are rivals of the Zhentarim, and claim the goods taken from Zhent caravans they raid, they have access to an amazing array of merchandise. Any item a character wishes to purchase

(within the strictures of the gp limit) can be bought for 90% of the standard value, while an item offered for sale to the Knights nets only 60% of the book value. In addition, characters who participate in raids on Zhent caravans are permitted to keep any personal items the guards and agents carried, while the Knights only claim the goods in the wagons themselves for trade elsewhere.

Knights also have access to free spellcasting within the organization. Once per month, any member can request a single spell be cast upon him. This spell can be of any level a caster of up to two levels higher than the requester's level could cast. Thus, a 5th-level Knight could request a single spell of a 7th-level caster. If any expensive material components are needed to cast the spell, the requester must provide those (or the coin to purchase them). Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a Knight receives disposable magic (scrolls, potions, and wands) equal to 10% of the Knight's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership. This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids. Occasionally, a member can receive permanent magic equipment on loan (usually with defensive or unusual properties, such as *nondetection*), but he is expected to return these items upon completion of the mission.

The Soft Claws

The ancient steel dragon Zundaerazylym has more secret schemes and hushed achievements than most dragons can imagine. Zundaerazylym follows a bright dream: She wants dragonkind to live in harmony with humanoids. This situation, she believes, would result in happier, better lives for all. To see such ambitions come to fruition, she has employed a small corps of agents who operate throughout the North, from the Sword Coast east to the borders of Anauroch and Cormyr, and from the Silver Marches south to the northern fringe of the Greenfields. These agents, who secretly know themselves as the Soft Claws, perform covert operations on Zundaerazylym's behalf, furthering her dream of seeing dragons and the civilized humanoids living together in harmony. The work is dangerous, often taking agents into the frontier, but the rewards are high, for Zundaerazylym makes sure to take care of her own.

History

Zundaerazylym has historically observed two great dangers to the North: the harsh climate and the orc hordes. The first must be endured (magical attempts to meddle with the weather, in her opinion, lead only to disasters), but the Laughing Wyrm has always believed she could do something about the orc problem. Orcs are fecund, and periodically they grow too numerous for their homes in the labyrinthine mountain-heart caverns of the North. When this happens, they boil forth and sweep down on all surface settlements and creatures in their path, pushing onward (usually south, toward warmer, more lush lands) until they are eventually destroyed, leaving great devastation in their wake.

Some forty years ago, Zundaerazylym began to hatch a plan. She believed she might be able to manipulate the most evil, hungry, and aggressive dragons into relocating their lairs into the paths of the emerging orc hordes so that one was forced to fight the other. In addition, she began to develop through alchemy the means for the more sensible dragons to coexist with the civilized humanoid races. However, she recognized that such goals were both ambitious and perilous, for there were many who would love to either steal away the fruits of her labors or stop her outright. Thus, she created a secret identity—Amundra Nelaerdra, a plump, gossiping, happy laundress and seamstress who resided and worked at the Moonstone Mask, the most famous inn, restaurant, and festhall in Neverwinter, the City of Skilled Hands.

Through her alter ego, Zundaerazylym began recruiting agents to serve as her experts abroad, traveling where she could or would not go and carefully planting legends and rumors about lost dragon hoards and vacant dragon lairs that slowly confer magical powers to wyrms that dwell in them, then returning with news, goods, and missions accomplished. Her first accomplices came from the ranks of local traders, woodcarvers, and failed adventurers who either needed a boost up from their present existences or simply showed the pluck and promise necessary to carry out her schemes. Zundaerazylym named her fledgling organization the Soft Claws, and though the group's accomplishments were initially modest, little by little it grew in numbers and power, broadening its territory as well as its talents and acumen.

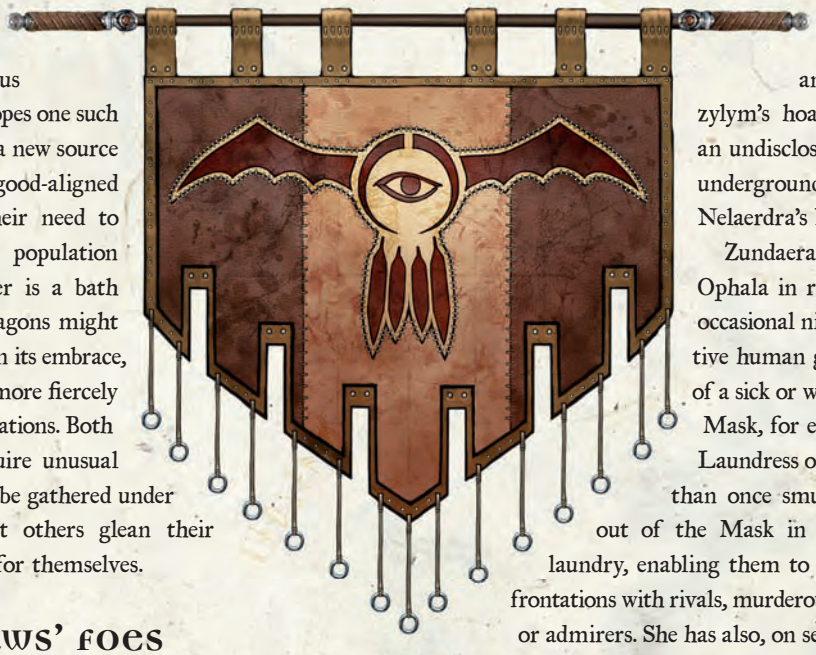
The Soft Claws Today

The Soft Claws currently number more than sixty humans, elves, halflings, and half-elves. These agents operate as far east as Suzail and as far south as Baldur's Gate. They are loose-knit in structure and organization, keeping abreast of the steel dragon's grand schemes and their roles in it by relying more on chance meetings and distant signals from Zundaerazylym than on formal gatherings and direct orders. There is little hierarchy in the group, which suits both the dragon and her agents just fine.

The Soft Claws have many duties. They try to "relocate" active dragons by improving or even creating lair-caverns in desired locales (remote northern mountains perilously close to orc colonies); daringly planting maps (usually in the packsacks

of "recovered treasure") near known dragon lairs; or even posing as adventurers and using far-hailing spells to talk to one another about rich dragon lairs they're heading for, so that a dragon in its lair "accidentally" overhears them. They also plant rumors in the ranks of the Cult of the Dragon to manipulate the activities of that evil organization into venturing in directions away from the true purposes of the Soft Claws.

Members are frequently called upon to gather strange ingredients for Zundaerazylym's secretive experiments. She has begun developing numerous substances that would benefit dragons in various ways. For example, she hopes one such concoction will serve as a new source of food for the more good-aligned dragons, eliminating their need to feed upon civilization's population or its livestock. Another is a bath of such potency that dragons might heal more quickly while in its embrace, allowing them to battle more fiercely with swarming orc populations. Both of these substances require unusual ingredients, which must be gathered under the utmost secrecy lest others glean their purpose and steal them for themselves.



Symbol of the Soft Claws

Illustration by Francis Tsai

The Soft Claws' Foes

The two most obvious enemies of the Soft Claws are the orcs of the mountains and the dragons that are unwittingly being relocated. Although the orcs are rarely blessed with leadership bright enough to see beyond the immediate threat of a dragon in their midst and thus to recognize the machinations that brought the beast there, the dragons most certainly are, and more than a few agents have lost their lives in too daring a ploy. The Laughing Wyrm also suspects both High Heralds and Harpers to be members of the Soft Claws, but she worries more about infiltration by the Cult of the Dragon, the Arcane Brotherhood, or mages bent on gaining power over dragons. This concern has deepened in recent years, since more than one of her agents have gone missing—and their *nevertokens* with them. While she is mistrustful of both the Harpers and some of the Chosen—suspecting that one or both groups might at any time seize the fruits of her labors for other purposes—she recognizes the other foes as more immediate and potentially deadly threats. The Cult of the Dragon would find Zundaerazylym's efforts a potential crushing blow to its influence over dragons and certainly a threat to its cause, and the Arcane Brotherhood, should it ever unearth evidence of her deeds, would want such power for itself.

The Soft Claws' Allies

By necessity, Zundaerazylym has not revealed her true nature or her grand schemes to many folk. There are few she trusts, and fewer still whom she believes she could count on to maintain her secrets and the identities of her agents. One such person is the owner of the Moonstone Mask, the sorceress Ophala Cheldarstorn. Ophala and Zundaerazylym are fast friends, and the sorceress knows Amundra Nelaerdra's true nature. Ophala aids the steel dragon from time to time with her spells, and she keeps Zundaerazylym's hoard magically hidden in an undisclosed place. It is not buried underground, in the Mask, or in Nelaerdra's Bright Weaves Laundry.

Zundaerazylym often helps out Ophala in return. In addition to an occasional night spent in more attractive human guises—taking the shape of a sick or weary staff member at the Mask, for example—the "Laughing Laundress of Neverwinter" has more than once smuggled prominent guests out of the Mask in her gigantic baskets of laundry, enabling them to avoid embarrassing confrontations with rivals, murderous foes, spouses, superiors, or admirers. She has also, on several memorable nights, flown important agents and members of the Lords' Alliance out of Neverwinter on her back when they needed to be elsewhere in a hurry.

The Soft Claws and their patron also maintain a loose alliance with the all-female adventuring band known as the Galadran Company, based out of Waterdeep but with agents ensconced in numerous other cities of the North, including Neverwinter. Zundaerazylym considers Galadaeros, a mature adult male copper dragon of unusually gentle and humorous character—and a patron of sorts of the Galadran Company—to be a staunch ally. As Amundra Nelaerdra, she is on particularly good terms with the Galadran agent in Neverwinter, a quiet, always calm man named Alasturan Malatheer. He runs a shop on Hindalos Street where he sells maps, charts, and floor plans of castles, mansions, lands, and seas of Faerûn. The two organizations have aided one another from time to time, and even occasionally engaged in joint ventures for brief periods.

Membership in the Soft Claws

Though in recent years Zundaerazylym has stepped up her recruiting efforts, the steel dragon is still quite cautious and choosy when selecting prospective new members. She must be absolutely certain

a potential agent is trustworthy and reliable, able to comprehend the delicate and risky nature of the work before even being told the whole truth of the matter. In this effort, Zundaerazylym relies on Ophala to assist her, having the sorceress utilize her magic to suss out true possibilities and eliminate threats and spies. Any new recruit is always given a test assignment or two before being fully admitted into the group. In fact, until such time as the candidate is deemed completely trustworthy, he or she often believes the work is being done for the recruiter directly.

Because the work is varied, members of every talent are needed and welcomed in the Soft Claws. Quests to find and subtly relocate dragons, hunt for alchemical components, and spy on orc activity require a wide assortment of skills useful in numerous climates and terrains. Adventurers often work together in typical groups composed of members with complimentary talents.

The Soft Claws use the Moonstone Mask as their primary covert rallying place and regard the Laughing Wyrm as a kindly mother. This is fitting, when one considers that she nurses them back to health, occasionally comes winging to their rescue, arranges careers for them, and dispenses advice as well as unofficial salaries. These payments come irregularly but often; Zundaerazylym is never short of money thanks to her trading acumen, the efforts of the Claws on her behalf, and the legacy left to her by the last of the Mritavvalan clan, whom she rescued from family foes and guarded for the last three decades of his life. She always has time to sit with her agents and discuss their own dreams and goals.

Soft Claws (Standard Mercenary): AL LN; 30,000 gp resource limit; Membership 62; Mixed (humans 24, half-elves 18, elves 12, halflings 7); Salary 50 gp/level/month.

Authority Figure: Zundaerazylym (LN female ancient steel dragon).

Important Characters: Bruldin Oldturret (NG male Illuskan human fighter 6; a trader of plain appearance, stolid expression, and wide knowledge of northern forest trails and backlands), Tamaer Shiversword (CG male half-moon elf fighter 9; a flamboyant failed adventurer with a knack for mimicry and a love of pranks, bold gambles, and disguises), Jhavaerra Erbrand (CG female Tethyrian human rogue 4; a well-traveled "finder" or talent scout for the Moonstone Mask who serves the Claws by establishing trading contacts among merchants in distant cities, gathering information on dragons and the Dragon Cult, and so on), Iorl Skyndul (CG male Calishite human rogue 6; a thief, smuggler, and fence of stolen goods who delights in all the minor magics Zundaerazylym has given him over the years and the deceptions he can accomplish using them).

Associated Classes: Fighter, rogue, wizard, cleric.

Associated Skills: Bluff, Diplomacy, Disguise, Forgery, Knowledge (geography), Survival.

Requirements: In order to become a member of the Soft Claws, a character must be a non-evil human, elf, half-elf, or halfling. In order to earn a salary in any given month, a member must devote at least half of that month to furthering the ends of the Soft Claws. Such efforts are usually informally coordinated with Zundaerazylym beforehand and can include mapping a region, scouting orc warrens or dragon lairs, planting false evidence to coerce a dragon to relocate, or gathering alchemical components for Zundaerazylym.

Favored in Guild Benefit: If you have the Favored in Guild feat, you gain a special benefit for belonging to this group. You receive lodging at the Moonstone Mask for half the normal rate. You also receive free healing sufficient to return you to full hit points after one evening's lodging. In addition, you receive a *nevertoken* (see page 70) as a symbol of your affiliation with the group and as a tool for your work. *Nevertokens* are magical recognition badges carried by all Soft Claws, given to them by Zundaerazylym. She has a cache of identical items, for the entire cache of Halruaan family trading-tokens was given to her in the Year of the Watching Cold (1320 DR) by Ensible Mritavvalan, the dying last member of that family.

Finally, there is a percentage chance equal to your character level (or that of the highest-level character in a group of Soft Claws) that Zundaerazylym will come to your rescue during a dire situation should you somehow manage to contact her. The steel dragon will only perform this heroic service once during your stint of duty with the Soft Claws. Subsequent requests are politely declined, with the dragon citing her own safety and anonymity as reasons for her refusal.

Minor Organizations

Faerûn has hundreds if not thousands of organizations, whether military, social, economic, or religious. Most of these are not valorous, are of no consequence, or have very little influence outside a very small area. The minor valorous organizations described below are large enough, influential enough, or at least travel far enough to make a lasting impression upon the people they encounter. Most of the organizations described here are knightly, some are monastic, and a good number are made up entirely of paladins. This is by no means a comprehensive list; it just includes a number of those that have a reputation, interesting history, or significant influence beyond a single settlement or structure. "Famous" orders known only by name but not for any deeds are not listed here.

Alliance of Freesailors: Founded in 1167 DR by King Palaghard of Cormyr, these Cormyrean, Sembian, and Impilturan privateers patrol the waters of the Inner Sea, defending their respective nations' shipping from piracy and serving as a supplementary naval force in times of war. Composed primarily of Cormyrean ships (collectively known as Cormyrean Freesails), much of this invitation-only order is active in the Dragonmere south of Cormyr and "the Neck," the narrow strait connecting the Lake of Dragons to Sembian waters. The total strength of the Alliance is estimated at some one hundred warships and other seaworthy vessels.

Arvoreen's Marchers: This Tethyrian military order is fifteen years old and has a history of keeping order and fighting monsters. Consisting mainly of halfling paladins of Arvoreen (and a few like-minded gnomes), the Marchers are highly respected by local humans and halflings alike. Their chapterhouse, called Keeperstone, houses almost one hundred members, including their leader and founder Estemal Talltankard (LG male lightfoot halfling paladin 6/fighter 3 of Arvoreen), whose efforts helped keep order in parts of Tethyr during its civil war. Paladins of this order can multiclass freely as clerics, fighters, and rogues.

Barbarians, Mir: These horsemen in the Tunlands around the Marsh of Tun fight both the forces of Darkhold and the Purple Dragons of Cormyr for control of the surrounding territory. The Mir have a secret base on the northern edge of the Marsh of Tun, where their women and children are secluded. The Mir are hunters and scavengers, living off the land and stealing from Zhent caravans that travel the northern trade routes. They seldom trust outsiders since the time a group of Zhentarim spies infiltrated their tribe and killed many of their women. Those who are accepted into the tribe are expected to give a blood oath of loyalty to the tralmir (tribal leader) and defend the lands of the Mir to the death.

Barbarians, Uthgardt: These tribal peoples who live throughout the Savage Frontier have sometimes been subtly manipulated by members of the Covenant (see page 100) into defending the civilized folk of the North. They are described in more detail on pages 93–97 of *Silver Marches.*

Berronar's Valkyries: The members of this order of female dwarf paladins worship Berronar Truesilver. Their role is to make sure that dwarf soldiers (most of which are male) make it home from war. Very tactical-minded, they prefer to find a high vantage point in battles, observing the action until they see a group of allies in particular danger, at which point they charge in to help. Most favor training involving mobility in battle, and some ride celestial boars as their mounts. They can multiclass freely as clerics of Berronar and dwarven defenders.

Berserkers, Rashemen: These proud tribal humans are described on page 136 of *Unapproachable East.*

Broken Ones: This monastic order devoted to Ilmater is described on page 25 of the *Forgotten Realms Campaign Setting.*

Champions Vigilant: This Tethyrian knightly order is more than two hundred years old and has more than two thousand members. It is very prestigious and popular, having saved untold lives from corrupt barons and bandits during their land's civil

war. The order consists of clerics, fighters, and paladins of Helm. Its leader is High Watcher Toram Gyvvalstorm (LG human male paladin 10 of Helm). It has fortified bases in Saradush, Survale Ford, and Velen. Members of this order can multiclass freely as clerics and divine champions of Helm.

Circle of Leth: This extremely powerful druid circle based in the Forest of Lethyr govern the affairs of both Lethyr and the Great Dale. The organization is described in detail on page 83 of *Unapproachable East.*

Claws of the Sun and the Ankh: This order was founded after the Time of Troubles on the orders of Horus-Re. It is the first order of Mulhorandi paladins to serve a god other than Osiris. Ignoring the obsession with politics so common among the priesthood of Horus-Re, this rapidly growing order energetically pursues the evil minions of Set. Members sometimes clash with the servants of Anhur when that god causes trouble with his warmongering. They are fanatics and pride themselves on their lack of fear. They can multiclass freely as clerics, divine champions, divine disciples, or hierophants.

Companions of the Noble Heart: One of two Ilmataran paladin orders, these aggressive heroes are tasked with eliminating the cruel and those who are known to enjoy the torture and suffering of others. The church of Loviatar is their greatest enemy, and they take great joy in tearing her temples down to the foundation once the evil followers within are dead. They are friendly with their peaceful counterparts, the Order of the Golden Cup. Paladins of this order can multiclass freely as divine champions and fighters.

The Covenant: This centuries-old but newly revitalized group is an alliance of good-aligned wizards and sorcerers dedicated to uniting the human-ruled realms of the North against the ever-present threat of orcs and their kin, often by subtly manipulating human barbarian tribes to fight against the evil hordes. Hundreds of years ago, the Covenant played a significant part in the history of the Old North, as outlined on pages 139–140 of *Lost Empires of Faerûn.*

The Darksong Knights: These fighters and clerics of the drow goddess Eilistraee are active mainly in the Underdark. Most are female, and every knight is expected to devote his or her life to furthering Eilistraee's ethos among the drow and destroying yochlol (the demonic handmaidens of Lolth).

Disciples of the Phoenix: This monk order worships Kossuth in his good aspect. Its members avoid casual contact with others and follow a rigid tradition of hard study and strict behavioral taboos (for example, they only eat food and drink that has been cooked, preferring starvation to uncooked food and thirst to water that has not been heated by fire). They strongly believe in the purifying and redeeming power of fire, and have been known to brand themselves as punishment for sins or even commit suicide by self-immolation for the greatest of offenses. They can multiclass freely as clerics of Kossuth.

Dukars: These mysterious spellcasters of many races live under the Sea of Fallen Stars. Divided into two subgroups (the Lorekeepers and Peacekeepers), this all but forgotten order once promoted peace and harmony among the aquatic races for the prosperity of all, but now struggles to survive attacks by its enemies. The group has a secret ritual that implants living coral under the skin of fully trained members, granting accelerated healing and a focus for their magic. Lorekeepers gain increased magical specialization, much like Red Wizards; Peacekeepers learn how to alter their coral implants for attack, defense, enhanced senses, enhanced movement, or stranger objectives.

Dusk Circle: This group of three druids shelters beneath the boughs of the edge of the Kryptgarden, near the tiny logging village of Kheldell, which is tucked into the foothills of the Sword Coast Spires. The druids' only link to the outside world is a trail winding down through the rolling hills to Red Larch. The folk of Kheldell cut timber only where the druids direct, and they plant and tend more trees than they cut, slowly extending the forest. The druids are rarely seen in the village, but they maintain numerous moss-floored glades in the woods where visitors might find them.

Field Guardians: This special paladin order devoted to Chauntea is described on page 26 of the *Forgotten Realms Campaign Setting.*

Golden Hands of Vergadain: This group of dwarves, predominantly rogues, defends the interests of dwarves in Faerûn. Its members eliminate monsters and brigands along dwarven trade routes, ransom kidnapped dwarf merchants, and recover goods from plundered dwarven caravans. Though some might dismiss their raids on nondwarven warehouses as simple thievery, they do it to recover goods stolen from dwarves by force or fraud.

Gray Hands: This elite cadre of powerful Waterdhavians who defend the city against criminal offenders is described on page 37 of *City of Splendors: Waterdeep.*

Hammers of Grimjaws: Members of this elite order of paladins are drawn solely from two of Tyr's orders, the Knights of Holy Judgment and the Knights of the Merciful Sword. An existing member must nominate a paladin, who then maintains a prayer vigil in Tyr's temple. A positive vision (Tyr's warhammer) means the paladin is accepted, no vision means the paladin must try again, and a negative vision (Tyr's sword) means the paladin has failed in some way and must go on a quest to atone, with a successful quest meaning the paladin is forgiven and accepted into the order. There are less than a dozen of these paladins in all of Faerûn, all of them serious, devout, and experienced warriors of the faith. Paladins of this order can multiclass freely as clerics, fighters, and divine champions.

Hammers of Moradin: This special paladin order devoted to Moradin is briefly discussed on page 26 of the *Forgotten Realms Campaign Setting.*

Harmonious Order: These personable and swaggering clerics and paladins of Milil encourage bards (whom they tolerate despite alignment differences) to accompany them to create ballads based on their exploits. This order, currently numbering about one hundred members, is fairly old, and many famous stories told by bards actually stem from real quests performed by this order (though warped and exaggerated in the retellings over the years). Its role is to guard Milil's holy sites and do good works in Milil's name. Paladins of this order can multiclass freely as fighters.

Harpers: This loose-knit organization of heroes champions individual freedoms and the good of humankind. Its members seek to strike a balance between preserving the natural wilderness and aiding the advances of enlightened civilization. They actively oppose slavery and other evil activities and challenge sinister groups such as the Red Wizards of Thay, the Cult of the Dragon, and the Zhentarim, working to thwart their diabolical plans. More information can be found on page 274 of the *Forgotten Realms Campaign Setting* and in several supplements.

The High Heralds: The oldest and most important group of heralds in all of Faerûn, the High Heralds were once part of the Harpers. They eventually separated from that group in order to remain neutral in the political affairs of the lands throughout Faerûn, a necessity if they were to maintain the trust of the lords of the various realms. Though their most important role is the maintaining of records and heraldic symbols, they have also in more recent years become active in the efforts to reestablish bardic colleges throughout Faerûn. They see this endeavor as paramount to preserving the oral and written traditions of many cultures and nations.

Hin Fist: This monk order was founded in Luiren by halflings given divine inspiration by their pantheon of deities. Though members are not required to be good (neutral monks are allowed), all members see themselves as defenders of all hin, and travel Faerûn to right wrongs against the hin, and (they hope) test their skills against other martial artists. Many of the maneuvers taught by this order are centered on using an opponent's size and strength against him. Monasteries outside Luiren may accept exceptional dwarves and gnomes as students, and it is common for experienced Hin Fist monks to teach the rudiments of their fighting style to other halflings in need of self-defense (in game terms, this means the halfling can take the Improved Unarmed Strike feat, and his fighting style is recognizable as a lesser form of the hin fist teachings). Monks of this order can multiclass freely as fighters, paladins (usually of Yondalla), or rogues. More information can be found in Chapter 10 of *Shining South*.

Knights of the Eternal Order: The church of Kelemvor recently created this order to seek out and destroy powerful undead that tax the powers of the normal branches of the church. Its stronghold, a small fortified keep outside Iriaebor, can house all thirty-five members of the order plus support

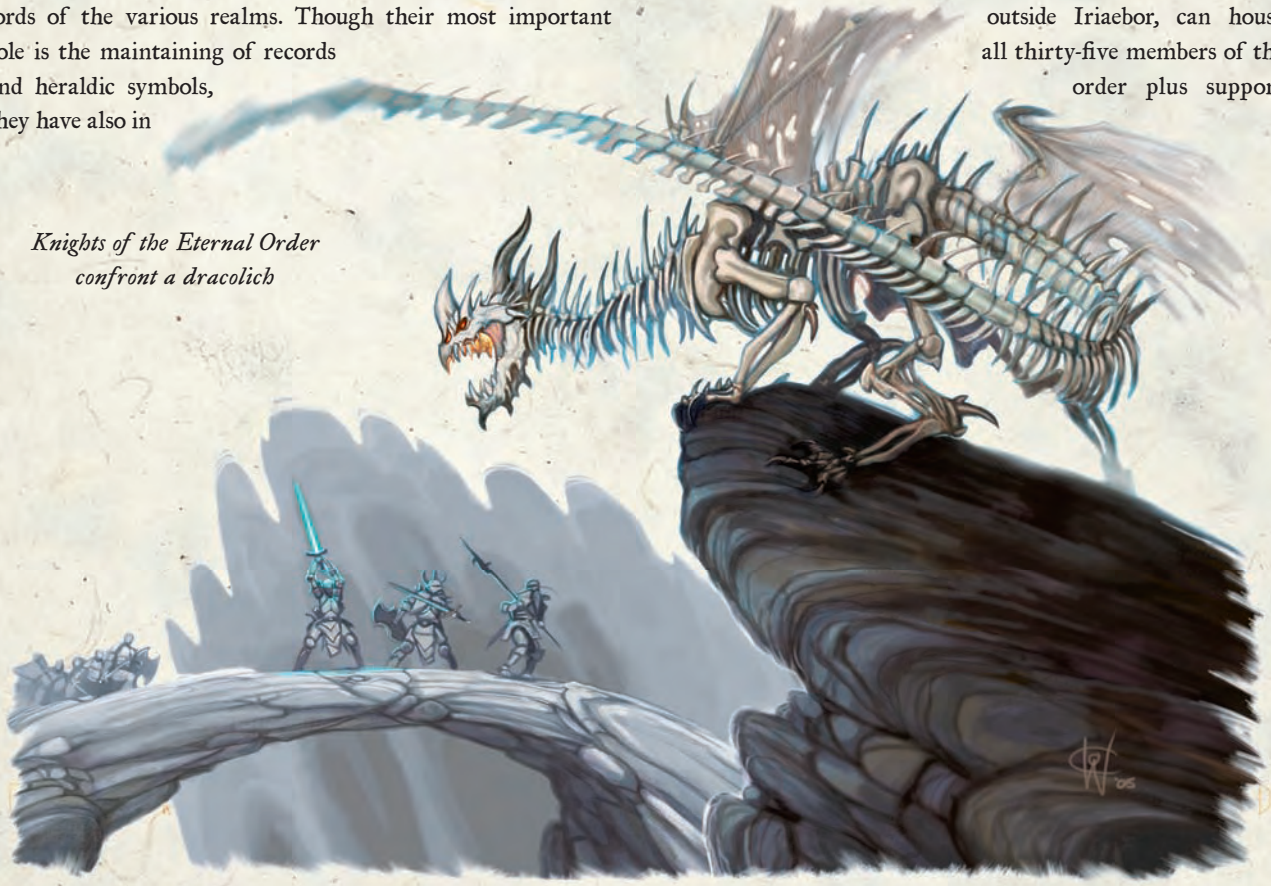


Illustration by William O'Connor

Knights of the Eternal Order confront a dracolich

staff, though at any time approximately half of the members are away from home, in search of undead to slay. Paladins of this order can multiclass freely as clerics or doomguides (see page 186 of *Faiths and Pantheons*).

Knights of Holy Judgment: This order of Tyr's paladins focuses on the more lawful aspects of the god's philosophy, and hunts and punishes criminals and monsters—particularly devils—which it sees as abhorrent perversions of a lawful society. The order has approximately one hundred members. It is on very good terms with the Knights of the Merciful Sword, another Tyrran order. Exceptional members of this order can be selected to join the Hammers of Grimjaws, an elite order of holy knights. Paladins of Holy Judgment can multiclass freely as clerics and divine champions.

Knights of the Merciful Sword: This order of Tyr's paladins, currently seventy strong, focuses on upholding good in the world (as defined by Tyr). It regularly quests to find and slay all kinds of evil monsters, particularly demons. Members are on very good terms with the Knights of Holy Judgment, another large paladin order serving Tyr. Exceptional Merciful Swords of this order can be selected to join the Hammers of Grimjaws, an elite order of holy knights. Paladins of the Merciful Sword can multiclass freely as fighters and divine champions.

Knights of the Mystic Fire: This order of paladins and rangers serves Mystra. The paladins accompany other members of the church on quests to locate lost hoards of ancient magic, and most of the leaders of temple guardians are drawn from this order. The rangers (sometimes called the Order of the Shooting Star) serve as long-range scouts and spies for the church and deal with magical threats against the natural order, such as rampaging monsters and creatures born of mad experimentation. The order has at least five hundred members, though rarely are more than a dozen gathered into a single place. Paladins of this order can multiclass freely as wizards and guild wizards of Waterdeep (see page 26 of *Magic of Faerûn*).

Knights of Samular: This order of paladins in the service of Tyr is tightly focused on the supremacy of law. More information can be found on page 47 of *City of Splendors: Waterdeep*.

Knights of the Shadow Sword: This group of elite worshipers of Shaundakul is dedicated to cleansing Myth Drannor of the evil that dwells there. Its members face long odds and a hard struggle, but they have persisted in some form or another since the city's fall centuries ago. Most of them are fighters and rangers, though they have a few clerics and were recently joined by an incantatrix whose specialized abilities have turned the tide in several battles. They operate out of Shaundakul's Throne, an old temple to the god in Myth Drannor, and have to keep their numbers relatively low (less than thirty) to help maintain a low profile in between planned attacks.

Knights of the Shadowy Cloak: This paladin order of the gnome god Baravar Cloakshadow keeps a low profile in gnome communities. Its members seek to eliminate goblinoids, kobolds, and other evil humanoids, for they believe these creatures cannot be redeemed. They work secretly so as not to attract attention or bring about retaliation against local gnome settlements. They rarely spend much time together, preferring to join mixed-race adventuring parties to use the strength of the "big folk" against their common enemies. They can multiclass freely as clerics, fighters, illusionists, and rogues.

Knightswood Nine: This circle of druids dedicated to Silvanus dwells in the King's Forest of Cormyr near Knightswood on the Starwater River. The circle's ongoing efforts to ensure that no unlawful felling of trees occurs have made the forest around Knightswood rich in exotic plants, bustling with woodland creatures, and beautiful to the eye. Members of the circle are rumored to dwell in an underground home reached by climbing down into a huge hollow tree and to cultivate mushrooms in a vast series of caverns linked to their abode. The Nine, who are all old men led by one Draguth Endroun—a white-maned, opinionated man who likes to cultivate an air of mystery—can be contacted by speaking to Aunglar the miller or his assistant in Knightswood.

Legion of Lions: This organization of wemic and werelion paladins of Nobanion was founded by Karrlon (LG male wemic ranger 4/paladin 4), a former mercenary who now fights for the Lord Firemane. Karrlon created the order shortly after the Time of Troubles, and though its numbers are small (less than two dozen), its members are all powerful fighters, and they have quickly become the champion of good monsters throughout Faerûn—and dire foes to servants of Malar. They often travel as a group, but lone members are known to join with adventuring bands of other races to see more of the world, spread the faith, and fight evil. Paladins of this order can multiclass freely as clerics and divine champions.

Lords' Alliance: This group of emissaries representing the interests of numerous major cities in the North and the Western Heartlands was originally formed to oppose the Zhentarim and other sinister factions seeking to dominate the region through trade or treachery. Though the group is more diplomatic than adventurous, it may call on champions to serve its needs from time to time. More information on this group can be found on page 275 of the *Forgotten Realms Campaign Setting*.

Loyal Order of Innocents: This knightly order was formed in 1369 DR by royal decree of the Queen of Tethyr. Dedicated solely to Torm, its members number seventy strong and consist of fighters and paladins. Their patron saint is Shield of Innocence, an orog paladin of Torm who gave his life to save the city of Zazesspur. The order is closely allied with Torm's church in Darromar, and it has many noble sponsors (including the

queen), making it a wealthy order despite its size. Paladins of this order can multiclass freely as fighters.

Marchwardens: This organization of halfling scouts, outriders, and rangers protects Luiren from incursions of ogres and other fell creatures wandering out of the Lluirwood. More information can be found in Chapters 2 and 10 of *Shining South*.

Monks of the Yellow Rose: Also known as the disciples of Saint Sollars, these strange monks of Ilmater are described on page 25 of the *Forgotten Realms Campaign Setting*.

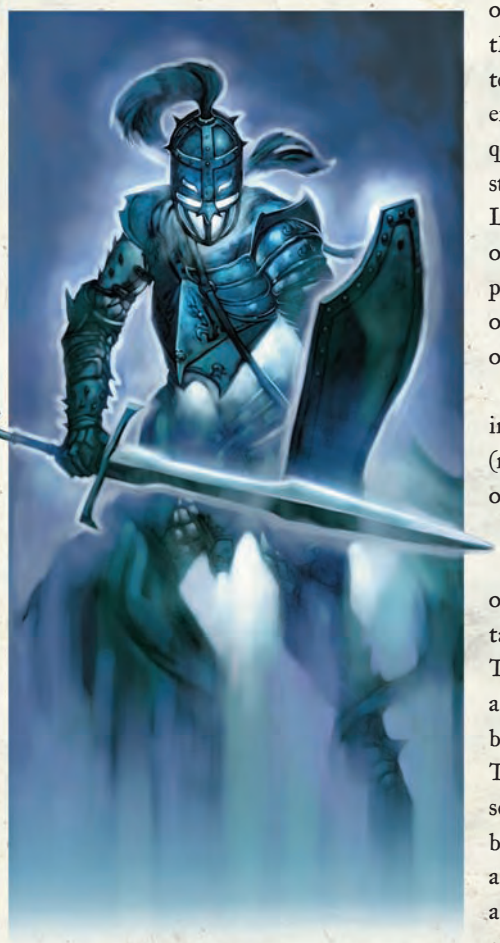
Moonstars: Also known as the Tel Teukiira, this prominent organization in Waterdeep has extensive trading interests in the City of Splendors and the entire North, and its members often serve as patrons for valorous expeditions. See pages 75–76 of *City of Splendors: Waterdeep* for more information.

Order of the Aster: This widespread and popular special paladin order dedicated to Lathander is described on page 26 of the *Forgotten Realms Campaign Setting*.

Order of the Crescent Moon: This order is over one hundred years old, but is relatively unknown outside Impiltur. It is remarkable because its members are mountain-dwelling dwarves who worship Clangeddin Silverbeard and surface-dwelling humans who revere Selûne. This unusual collaboration is the result of a series of lycanthrope attacks on a human trading village in Impiltur and a nearby dwarf settlement. The humans and dwarves decided to join forces to eliminate the shapeshifter threat, and they found that the combination of Selûnite magic and dwarf battle prowess was very effective. The organization is a loose one, mainly passed down through families (now in its fourth human generation, while a few of the original dwarf founders survive), and only becomes relevant when one family is in danger and asks for help from their old allies. Its symbol is an upright hammer (part of Clangeddin's holy symbol) surrounded by seven stars (part of Selûne's symbol), which appears on armor and shields carried by dwarf and human descendants of the founders.

Order of the Golden Cup: This Ilmataran order is dedicated to healing and protecting the sick, innocent, and weak. Its members are the peaceful counterparts to the Companions of the Noble Heart, soothing the hurts of the world rather than seeking out evil to destroy. They are not opposed to such actions, but see their role as something different, though they are not pacifists and never hesitate to fight evil when confronted with it. Paladins of this order can multiclass freely as clerics, divine disciples, and hierophants.

Order of the Golden Lion: This order of paladins of Torm is led by Sir Dylan Lionshand (LG human male paladin 12). Its specific task is to actively serve the Penance of Duty (aid other religions, oppose Bane and Cyric, report and repair areas of wild and dead magic). Members of this order usually serve by guarding temples of other faiths that would otherwise be vulnerable or by performing quests to eliminate Banite and Cyricist strongholds. The several hundred Golden Lions are easily recognized by their ornate armor and helm, which they keep polished to a golden hue. Paladins of this order can multiclass freely in any one other class.



A valorous paladin

Illustration by Warren Mahy

Order of the Red Falcon: Housed in the Citadel of Strategic Militancy (northeast of Baldur's Gate), this small order of Red Knight worshipers has a history of triumphing in the face of overwhelming odds. It trains officers and others in tactics and military history. Its leader, Lady Kaitlin Tindall Bloodhawk (LN human female aristocrat 1/fighter 7), was possessed by the Red Knight's avatar during the Time of Troubles, and while so possessed she and her large adventuring band traveled to Tethyr to repel an army of monsters, earning the fame and gratitude of Tethyr. The order has about fifty members. Paladins of this order can multiclass freely as divine champions and fighters.

Order of the Risen Scepter: This elite and exclusive order of paladins and rangers is only open to those who have been raised from the dead by priests of Osiris (or even spontaneously by Osiris himself) after death at the hands of minions of Set. This grim group has a remarkably casual attitude toward death, since Osiris has blessed them with the power to return from the dead unaided if slain by Set's followers with unjust, dishonorable, or unrighteous means. Because this ability doesn't apply if someone is slain by other creatures or in other ways, each member makes the best use of it by focusing on hunting Set's followers. Paladins of this order can multiclass freely as rangers.

Order of the Silver Chalice: This order formed in Waterdeep during the Time of Troubles when nine young nobles banded together to defend the Sea Ward against invaders. Aalangama Gulderhorn (LN human female cleric 9 of Siamorphe) joined them, and they officially declared themselves a knightly order. They relocated to Tethyr to restore just rule in that country. Though all but three of the founders were killed, the survivors saw a true heir put on the throne, and now the group defends Tethyr's eastern border. Only nobles can join this group, and only on Shieldmeet; because of these strictures the order has grown slowly, now numbering about forty-five members. Paladins of this order can multiclass freely as aristocrats and fighters.

Order of the Watchful Lion: This military order of Anhur's followers consists of clerics and fighters. Though they mainly serve as the front line in the defense of Mulhorand, they are encouraged to take leave in times of peace and adventure beyond Mulhorand, reporting to their superiors on activities beyond their borders.

Red Raven Mercenary Company: Based in Arabel, the Red Ravens are by far the largest chartered adventuring band in Cormyr, with membership exceeding one hundred. Led by Rayanna the Rose (LN female human fighter 16), the group has for almost a decade been under contract to the crown of Cormyr to scour the Stonelands of evil creatures, and can triple its membership for short durations given the right mission and sufficient funds from an employer. The Red Ravens are primarily fighters or multiclassed fighters with levels in barbarian, ranger, or rogue. They include a small number of sorcerers and clerics, but wizards, paladins, bards, monks, and druids are scarce.

Red Sashes: This mysterious group of Waterdhavian vigilantes and experts at intrigue and hiding is detailed on page 74 of *City of Splendors: Waterdeep*.

Riders of the West Wind: This group of mercenary clerics and rangers serves Shaundakul by protecting caravans running through uncharted wilderness or distant lands. Its members have clashed with the Zhentarim many times and are looking for ways to augment their own forces with flying creatures to offset the advantage held by the Zhentarim skymages. Because of their interests, most of this group are very well traveled, speak several languages, and are familiar with the customs of foreign lands to help negotiate peaceful passage for their caravans.

Sacred Shields of Berronar's Blessed: This dwarven knighthood was founded by clerics of Gorm Gulthyn to look after dwarf children and parents (the "blessed" in the group's title). This very old order is greatly revered by all dwarves, and it is an honor to serve as a Sacred Shield. The knights also consider it their duty to recover any dwarf children kidnapped for slavery or extortion, and at least two dwarf clans owe their existence to the Sacred Shields' finding and returning an entire generation of youths stolen by agents of the Spider Queen.

Shadoweirs: This half-elf military order of Mielikki's clerics, druids, and rangers is centered in the High Forest and only thinly present in the surrounding areas. They are religious zealots intent on protecting their forest from anything that poses it significant harm, and often preach to others or go on the offensive to accomplish their goals. They are desperate to halt the encroachment of civilization on forest lands and work to regrow areas lost to civilizations now fallen.

Shields of the Golden Hills: This order of clerics, fighters, and paladins serves the gnome deity Gaerdal Ironhand. It uses a system of classification based on fighting and spellcasting ability (each ranked separately) to determine who is the best individual for any particular situation. The group is dedicated to defending gnome communities against any attackers; members of the order also serve as officers and champions of larger gnome military assemblies. Each gnome community tends to have a chapter of this order, and the chapters operate autonomously except when several communities are endangered by a common threat. Paladins of this order can multiclass freely as clerics and fighters.

Shields of Yondalla: This Luiren-based special paladin order devoted to the primary halfling deity is described on page 26 of the *Forgotten Realms Campaign Setting*.

Sisters and Brothers of the Ruby Rose: This powerful paladin order dedicated to Sune is described on page 26 of the *Forgotten Realms Campaign Setting*.

Skyriders of Aglandar: These knights of Haela Brightaxe are known for their hippogriff mounts, which they use to perform rescues and hunt monsters in their home territory, the Great Rift. The Skyriders rarely leave the Great Rift, though they have done so in the past to pursue criminals, dangerous creatures, or even send messages in desperate times.

Sun Soul: This order of good and neutral monks is described on page 25 of the *Forgotten Realms Campaign Setting* and discussed further on page 41 of *City of Splendors: Waterdeep*.

Swords of the High One: These paladins-turned-wizards devoted to Azuth are briefly discussed on page 26 of the *Forgotten Realms Campaign Setting*.

Swords of the Lady: Members of this order of Selûnite clerics, druids, rangers, and mystic wanderers are thought mad by many people because of their sometimes eccentric behavior. However, when the servants of Shar appear, the Swords are quick to respond and do so in a completely rational and ruthless manner. They are fanatics and willing to die for their cause (though, because they are close with the church of Selûne, death is often a temporary condition). Because of their ability to quickly travel long distances, they almost certainly have access to teleportation magic or a good network of crossroads and backroads (see page 44 of *Magic of Faerûn*).

Telormar Gultor: The dwarf children born of the Thunder Blessing are no more likely to be valorous than any other

dwarves, but thunder children who do live valorous lives (and particularly those who are twins) see each other as special kin sharing a bond like that of an extended clan. These valorous thunder children, called Telormar Gultor ("good-forged souls" in Dwarven), are quick to step up in time of need, especially when other dwarves are involved and always when another of their creed needs help. They watch over each other, trade news on others in the "family," and aren't afraid to get their hands dirty when the battle horns sound. A person who harms or kills one of the Telormar Gultor has made many enemies with a single act.

The Triad: This alliance between the churches of Torm, Tyr, and Ilmater seeks to bring about justice and order in the lives of good folk everywhere. Organizations dedicated to the Triad offer protection and succor to anyone who needs it, and strive to vanquish evil foes. Different groups focus on different aspects of the trio of gods' portfolios, but they all serve a common cause and work tirelessly to further those aims. The Triad is perhaps the single most powerful force for good in Faerûn, for it is openly spread across every land to one extent or another. Below are described two Triad-based organizations:

Janessar: Defenders of the oppressed and downtrodden in Calimshan, the Janessar waylay slaving caravans and free their illicit cargoes, and stop anyone from being robbed on the road. They have loose ties with the Knights Kuldar of Barakmordin (see below) and often ride across the Calimshan–Tethyr border to evade capture by Tethyrian troops. They travel in small groups of five or six priests, cavaliers, and paladins, and because they are never found in groups of more than twelve, their true numbers are a matter of speculation. They maintain several secret strongholds in the Marching Mountains and are led by a trio of elderly priests who no longer ride or fight (or in some cases, even see).

Knights Kuldar of Barakmordin: This militant group of holy warriors, dwelling in a fortified abbey on the Ithal Road between Darromar and Saradush in Tethyr, stands apart from other organizations honoring the Triad due to its singular composition. Made up of clerics, cavaliers, paladins, rangers, priests, and pious fighters of all three faiths, the Knights Kuldar have all vowed to do their best to heal the sick, help the weak, and avenge those harmed by injustice. Sometimes called the Barakmordanna among the local populace, these champions number about two thousand four hundred, the majority of whom worship Torm, though all are considered equal brethren. The group is led by a triumvirate of martial commanders, one from each faith of the Triad.

Vigilant Eyes of the God: These cautious paladins of Helm look for evil that threatens innocents and place themselves between the two. Although the order is relatively young, its numbers are steadily rising as the church encourages certain members of the Companions of the One True Vision (the Helmite knightly order responsible for many native slaughters in Maztica, and thus unpopular in Faerûn even years later) to join the Vigilant Eyes. Many guilt-ridden Companions see service in the Vigilant Eyes as a way to atone for the needless deaths they caused in Maztica, and the Vigilant Eyes is developing a reputation for selflessness and humility because of the penance of some of its members. Paladins of this order can multiclass freely as arcane devotees, clerics, fighters, divine champions, and Purple Dragon knights.

Warriors of the Star: This Tethyrian knightly order is composed of the personal bodyguard of the king and queen. The organization is supported exclusively by royal grants, and its duties to the royals take precedent over all other activities. The forty members are all skilled combatants (at least 4th level, usually in fighter, ranger, or rogue). Their leader is Monarch's Champion Vander Stillhawk (NG human male fighter 8). The Warriors' barracks is in the palace, and they are charged with carefully screening any visitors for loyalty conflicts.

Watchers over the Fallen: These Helmite clerics and paladins take it upon themselves to protect and heal those wounded in battle. Though they number only eleven, each is well versed in battlefield healing, casting spells in the thick of combat, and surviving multiple enemy strikes while taking care of his charges. The Watchers usually accompany large forces of soldiers (fifty or more) rather than small ones, though they have been known to look after danger-prone adventuring groups. The Watchers have developed a reputation for saving soldiers who would have died if left unattended, and soldiers in some armies have a running joke that they "hope Helm finds them before Kelemvor does."

Wayward Wardens: This group is a loose fellowship of wandering Yondallan halflings who feel the need to see the world and aren't tied to any particular settlement. They travel alone or in groups across Faerûn, coming to the aid of besieged or threatened halfling communities. If some of them in a group are sneakier than others, they tend to split into a visible group and a secret group to hide their true numbers and allow for quick reinforcements if a roadside encounter goes wrong. Paladins of this order can multiclass freely as clerics and rangers.

Zealots of the Written Word: These monks are followers of Deneir. They spend their time recording information, developing their theses on various forms of unarmed combat, earning money for their church (usually by making books, paper, and ink, or working as scribes), and even accompanying clerics of the faith on quests. When traveling, a Zealot normally carries a small book or bundle of scrolls showing the next martial arts form she intends to master, all of which have complex and flowery names. Members of this order are sometimes called Carmendines after their (long-dead) founder. Monks of this order can multiclass freely as clerics.

Prestige Classes

The four prestige classes presented in this chapter were designed with valorous heroes in mind. The noble Knight of the Flying Hunt rides a pegasus into battle, defending his island homeland against greed, corruption, and tyranny. The Knight of the Weave draws her strength from the magic of the Weave and learns, over time, to harness its power. Much like the Knight of the Flying Hunt, the Moonsea skysentinel relies on an aerial mount—in this case, a dire hawk—to carry him into battle against the evil servants of the Zhentarim. Finally, the Triadic knight draws upon the strength of three gods—Ilmater, Torm, and Tyr—to overcome the truly hateful evils of the world, including demons and devils.

Knight of the Flying Hunt

"Yes, the glass armor and the pegasus are impressive; but it's what I do with them that keeps Nimbral safe from the likes of you."
—Baltir Merivolst, Knight Commander

Fireside tales of noble knights astride graceful winged horses, wearing armor of glass, have enchanted listeners across Faerûn for years. All who hear of such breathtaking imagery are fascinated with thoughts of donning their own suit of magic armor, climbing atop a snowy white pegasus, and taking to the skies in defense of goodness. The stories are a pale imitation of the true glory of the Knights of the Flying Hunt. Defenders of Nimbral, protectors of the island realm's quiet, simple folk, noble soldiers answering to the powerful but mysterious Nimbral Lords—the Knights of the Flying Hunt epitomize valor and grace in word, deed, and bearing.

Becoming a Knight of the Flying Hunt

Most characters become a Knight of the Flying Hunt after taking at least seven levels in fighter or ranger. A few clerics or paladins manage to master the prerequisites necessary to join the ranks, but they are rare because of their religious affiliations, something that the folk of Nimbral frown upon. Few other core classes obtain the military training necessary to qualify.

Entry Requirements

Race: Human or half-moon elf.
Base Attack Bonus: +7.
Skills: Handle Animal 8 ranks, Ride 8 ranks.
Feats: Favored in Guild (Knights of the Flying Hunt), Mounted Combat, Weapon Focus (lance).
Alignment: Lawful good, neutral good, or lawful neutral.
Special: Native or permanent resident of Nimbral.
Special: Membership in the Knights of the Flying Hunt.

Class Features

As a Knight of the Flying Hunt, you become an expert at mounted combat, utilizing a host of skills and maneuvers to defeat your enemies, while at the same time gaining more powerful enhancements to your special glass armor.

Armor Proficiency: You gain proficiency in light, medium, and heavy armor.

Flying Hunt Armor: At 1st level, you are considered a novice, and you receive a suit of *flying hunt armor* (see page 65) from the Nimbral Lords. This armor is attuned to you and can never

be used by another. If this suit of armor is lost or destroyed, the Nimbral Lords will replace it, though you must pay the gp cost normally required to create the armor.

Pegasus Mount: At 1st level, you receive a trained pegasus to serve you in your defense of Nimbral. The mount remains with you until it is slain or dismissed. It requires food and rest, and you are responsible for tending to its needs. When riding this mount, you gain a competence bonus on Ride checks equal to your class level.

If the mount dies, you can have it raised from the dead (at the normal cost) or obtain another mount. You can only obtain a replacement after living and meditating among the trained pegasi of the Knights for one week.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you can lessen the armor check penalty of any armor with which you are proficient by 2 (minimum 0). At 7th level, this reduction improves to 4 (minimum 0).

Bonus Feat: At 4th level, and again at 8th level, you gain a bonus feat, which must be selected from the following list: Animal Affinity, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Weapon Specialization (lance). You must meet the normal prerequisites in order to select any of these feats.

Storm Armor: At 5th level, you are considered a full Knight and your flying hunt armor is further enhanced by the Nimbral Lords to become *storm armor* (see page 69). This armor is attuned to you and can never be used by another. If this suit of armor is lost or destroyed, the Nimbral Lords will replace it, though you must pay the gp cost normally required to create the armor.

Greater Storm Armor: At 10th level, you are recognized by the Knights as an excellent and experienced leader. For your loyal service and outstanding performance, the Nimbral Lords bestow another enhancement upon your *storm armor*, making it *greater storm armor*. You can choose any one of the following effects and add it to your armor at no charge: arrow deflection (as the shield special ability); fortification (light); *magic missile* (3/day, CL 7th); *mirror image* (1/day; CL 10th); spell resistance 13; or *water walk* (as a *ring of water walking*).

Alternatively, you can choose a different armor special ability (with a price of up to 30,000 gp or a base price modifier of up to +3 bonus) and add it to your armor at only 75% of the normal market price.

Either way, this addition requires the normal amount of time required to improve the item, which likely means that you must turn over your *storm armor* to the Nimbral Lords for a number of days or weeks. If this suit of armor is lost or destroyed, the Lords will replace it, though you must pay the gp cost normally required to create the armor.

Playing a Knight of the Flying Hunt

You're all about honor and duty to the people of Nimbral, and you have dedicated your life to defending them from the dangers of the wider world. You are noble and perhaps a bit arrogant, but that's all right; you're a member of one of the most elite organizations in all of Faerûn. Your fellow knights are like brothers to you, and you'd give your life to save one, but then you could say the same about a Nimbrese citizen, too.

You serve the Nimbral Lords and respect their commands because you've seen the wisdom in their actions time and time again. You support the Nimbral Heralds by enforcing their laws and edicts, and you respect the opinions of those Knights who have been serving for longer than you. They all speak from experience, and you value that experience and in turn pass it on to the newer members.

Table 4–1: The Knight of the Flying Hunt — Hit Die: d10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Armor proficiency, *flying hunt armor*, pegasus mount
2nd	+2	+3	+0	+3	Armored ease (2)
3rd	+3	+3	+1	+3	—
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	*Storm armor*
6th	+6	+5	+2	+5	—
7th	+7	+5	+2	+5	Armored ease (4)
8th	+8	+6	+2	+6	Bonus feat
9th	+9	+6	+3	+6	—
10th	+10	+7	+3	+7	*Greater storm armor*

Class Skills (2 + Int modifier per level): Diplomacy, Handle Animal, Intimidate, Jump, Ride, Search, Spot, Swim.

Combat

Your armor and your mount are as much a part of you as your arms and legs. Without them, you feel naked, incomplete. With them, you feel like you own the skies over Nimbral, and that nothing can stop you from defending its forests from monstrous beasts or evil antagonists. With the special talents that come from being a member of this class, you take the fight straight to your enemies, relying on your superior riding ability and skill at arms to overwhelm your opponents.

If you face a foe that seems more than a match for you individually, you call in the reinforcements to help you out. With your companions joining in the fight, the group will take full advantage of a combination of flanking attacks and flyby charges to deal serious pain to enemies. When necessary, you can dismount to engage in hand-to-hand combat with foes, but you prefer the advantages you gain from fighting in the saddle.

Advancement

Many want to become Knights of the Flying Hunt, but few are permitted the honor. In addition to necessarily being a citizen of Nimbral, you must exhibit a keen sense of military cunning, demonstrating skill at arms as well as battlefield tactics. While not strictly required, you are more likely to be chosen to join if you have traveled away from Nimbral for a time, seeing the wider world and learning a bit of its ways. Through this travel, you not only learn what dangers lurk on distant shores that might arrive on your own, but you also determine how you measure up in combat.

You spend your days serving in the Knights, taking your turn at watch and keeping an eye on the entire island realm along with your companions. When you first start out, you learn to trust the guidance and wisdom of the older, more experienced Knights, and your service might be limited to smaller dangers such as eliminating a wild beast that has wandered too far out of the forest. After you get some seasoning of your own, you instinctively know how formidable your enemies can be and are not hesitant to call in reinforcements. You train with your brothers in arms in the skies above your lands, swooping through the mountain peaks and high valleys as you master maneuvers unique to aerial combat. When you are at rest, you enjoy spending time in your own home, which can start out as merely a humble house but should grow in time into a great castle with beholden farms surrounding it.

As you continue to serve with the Knights, your deeds and brave exploits are likely to catch the eyes of the Nimbral Lords, who will eventually grant your armor and weapons extra powers. This is always considered a great honor in addition to a boon to combat, and Knights who have been in service for many years sometimes wear armor with powerful and varied enchantments. You know that if you serve long and faithfully, the Nimbral Lords will see fit to grant you similar benefits.

Resources

In addition to the obvious equipment you receive upon joining the group—your special armor and your loyal steed—you'll definitely be able to acquire other items as a member of the Knights. An exotic military saddle is not only necessary, but worthwhile. Beyond your gear, being a member of the Knights of the Flying Hunt means you have the support and assistance of all the rest of the members in your endeavors. And, if you are wounded or suffer other mysterious or magical maladies in defense of Nimbral and its folk, healing and restorative magic are available to you at any time without cost.

Knights of the Flying Hunt in the World

"Thank the gods the Knights guard our shores. Otherwise, we would all be slaves at some Calishite pasha's oasis by now."

—Felmirgo Lasperk, Nimbrese merchant

The Knights of the Flying Hunt are one of the iconic images of Faerûn. Whether you are running a campaign based on or near Nimbral or not, the mystery and excitement of having such a prestigious group of individuals appear in the midst of your characters' activities is a unmatched. The Knights can be an unexpected boon in a difficult situation anywhere in Faerûn. Conversely, if the characters are becoming tainted in matters they should not—particularly pirating and/or slavery—an appearance by the Knights with a thoughtful warning may be in order. If you choose to steer your campaign in the direction of Nimbral itself, no visit to the island realm would be complete without an encounter with the famed Knights of the Flying Hunt.

Daily Life

The daily life a Knight of the Flying Hunt is divided between obligations to the defense of the island and obligations to his homestead. Every knight is expected to serve on a standard patrol that covers a limited area near his home every other day. (A patrol consists of three to six Knights working one of three time slots—morning, late afternoon, and night.) In addition, a knight is expected to join a larger Hunt consisting of up to forty Knights that sweeps out over the entire island and the coastal waters surrounding it.

When a Knight of the Flying Hunt is not on duty, he is most likely managing his estate. A Knight is expected to establish a dwelling befitting his station, a structure in keeping with his level of stature among the citizens (and providing them with acceptable protection from forest predators). At low levels, he might have an estate that's nothing more than a modest manor

house, but by the time he reaches senior status, anything less than an impressive walled fortress is considered beneath him. Once he has constructed such an abode, the Knight is often found there, tending to the issues that need his regular attention. Such concerns include providing protection to the tenants who farm the land around his abode, maintaining the physical structures of both his own castle and that of the community based around it, settling disputes between locals, and collecting a portion of their crops for his storerooms. When a Knight is away (either on patrol or for a more extended time on personal matters), he employs a host of assistants and servants to take care of the majority of such matters.

Beyond serving as a defense force for the realm at large and as a protector of his personal demesne, a Knight serves as a peacekeeper and an enforcer of the laws on behalf of the Nimbral Lords as well as the Nimbral Heralds—the mouthpieces of the Nimbral Lords, who deliver warnings and guidance pertaining to Nimbrese laws, issue judgments, and determine the truth of disputes.

Notables

Perhaps one of the boldest and most well known (relatively speaking) Knights of the Flying Hunt is Baltir Merivolst, a Commander Knight who led the expedition to the Nelanther Isles to deal with a horde of pirate ships in the Year of the Shield (1367 DR). Little beyond his name is even rumored to be known beyond Nimbral's own shores, but within the Summer Land, he is revered as a fearless yet sensible soldier, a true leader of men. His battle prowess is legendary even among the other Knights, and his armor is said to bear more enchantments than that of any other Knight in service. Despite his formidable nature, Baltir often takes newly accepted novices under his proverbial wing to teach them both skills and patience and to coax the very best out of them. He understands that the future security of the Knights as an organization is dependent upon maintaining the high level of quality of training he himself has known during his rise.

Organization

The Knights of the Flying Hunt operate in a very informal way, recognizing leadership qualities through action and experience rather than definitive rank. The Knights maintain three ranks: Commander, Knight, and novice. Commanders lead patrols and hunts by virtue of experience, but they wield power very much as "first among equals" rather than brook-no-disobedience authority figures. Onlookers can immediately identify novices by their nonglowing "practice suits" of armor, but Commanders wear neither special badge nor identification. It is the Nimbral Lords who decide matters of promotion, and they do so by virtue of the enchantments placed upon the Knights' armor.

As in almost any organization, rivalries exist among the Knights. Certain individuals might simply not get along with others, or one might not enjoy another Knight's personality or opinions—but seldom does this sort of contention grow into true animosity or conflict. Once in a while, two neighboring Knights might compete over lands or markets for their farms' crops, but such conflicts are usually resolved peacefully. More often than not, patrols are arranged so that the antagonists rarely meet. Only occasionally do individual Knights carry their rivalry further than a few choice comments.

NPC Reactions

Witnessing a Flying Hunt is such a rare and wondrous event that few people know how to react when they are privileged enough to see one. Most find the experience awe-inspiring and a bit unnerving. Those who have heard the tales of the Knights of Nimbral and recognize the truth in the sight either cheer mightily (if of decent character) or run for cover (if they have reason to believe the Knights are there to visit destruction upon them). Few react with indifference.

The Knights have no true foes, though many Calimshan-based slavers might beg to differ. Because of the unyielding attitudes and staunch defense of the Nimbran coastline against predatory ships, pirates and slavers hold a special animosity toward the Knights and, indeed, all of Nimbral. Regardless of this hatred, wise ship captains steer clear of the Summer Land, because they know how formidable the Knights can be when roused.

Knights of the Flying Hunt Lore

On mainland Faerûn, characters with Gather Information or Knowledge (nobility and royalty) can research the Knights of the Flying Hunt to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs (some of which is presented as false rumors initially and disproved later).

DC 10: The Knights of the Flying Hunt are pegasus-riding, glass-armor wearing offspring of fell women and hags who dwell on a misty isle far beyond the jungles of Chult.

DC 15: The Knights of the Flying Hunt are noble lords who defend their island realm of Nimbral from all comers; they answer in turn to the strange and mysterious Nimbral Lords, powerful but insane wizards constantly under the sway of illusions.

DC 20: The Knights of the Flying Hunt are actually a peaceful group that protects the folk of Nimbral from pirates and slavers. Folk are welcome to visit Nimbral so long as they are willing to obey the laws of the land. The Nimbrese are descendants of Halruaans who left that country many years ago on skyships.

DC 30: The Knights of the Flying Hunt, led by a fierce and proud Commander named Baltir Merivolst, attacked and destroyed numerous slaving and pirate ships in the Nelanther isles several years ago in retaliation for incursions into Nimbral's waters.

On Nimbral itself, characters with Gather Information or Knowledge (local) can research the Knights of the Flying Hunt to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Knights of the Flying Hunt are all wealthy landowners who serve the Nimbral Lords in exchange for their magical armor and weapons.

DC 15: The Knights operate in regular patrols and work with the Nimbral Heralds to keep the peace and enforce the laws.

DC 20: The Knights and Heralds can communicate mentally with the Nimbral Lords, who guide them to trouble spots quickly and accurately.

DC 30: The armor the Knights wear is crafted specifically for each member; no one else can wear it.

Knights of the Flying Hunt in the Game

You can introduce a Knight of the Flying Hunt into a campaign in a couple of ways. Any Knight or group of Knights could appear somewhere on the mainland of Faerûn—particularly if the PCs are in the extreme southern regions of the Wild Coast and Halruaa—perhaps on a long-range mission similar to the one in 1367 DR against the pirates of the Nelanther Isles. The characters might find an opportunity to interact with the Knights, aiding or opposing them in whatever business they are undertaking. If the relationship between the characters and the Knights is favorable in the end, perhaps they receive an invitation to visit Nimbral itself.

Alternatively, a character in the campaign could hail from Nimbral, perhaps a young and wide-eyed youth hoping someday to return to the Summer Lands to take a position with the Knights, but only after traveling abroad and gaining experience of the wider world. Such a character might have a parent or older sibling who is a Knight. The character in question might also be on the run from the Knights, who have come to mainland Faerûn to track him down. Lastly, a campaign set in or near Nimbral will almost certainly see the Knights of the Flying Hunt put into play.

If a character in your campaign actually becomes a Knight of Nimbral, then you have numerous ways to keep the adventuring fresh for that PC and his companions. The Nimbral Lords might have need of one of their best to undertake unusual missions to other parts of the world in search of information, lost artifacts, escaped and fleeing enemies, and so forth. Or perhaps all the characters are Knights and are working their way up the ranks, earning the respect of their brethren and perhaps the animosity of political rivals while they help deal with the various trials of defending the island.

Vashan Nanther, a Knight of the Flying Hunt

Illustration by Francis Tsai

Adaptation

Though the Knights of the Flying Hunt are a remarkably iconic group, it is not difficult to adjust them for different purposes within your own campaign. Any organization that makes use of knights mounted on aerial steeds is a good target for such an adaptation. Perhaps the pegasi become hippogriffs or giant eagles. The special armor is replaced by more traditional accoutrements, but the special abilities and perks of the class levels could certainly remain the same.

Encounters

An encounter with a group of Knights will most likely be a patrol sighting on or near the coast of Nimbral. If the characters are noble and good, then the encounter might be as simple as the Knights observing them for potential problems. If the characters are baser creatures, then the Knights might be confronting them about their unfavorable activities. Alternatively, the Knights could arrive at the same moment a fearsome creature is threatening the group.

Vashan Nanther (EL 9)

The characters, just arrived in Nimbral, encounter a lone Knight (actually a novice) who spots a monster at the same time the characters see it. He swoops in to aid in dispatching the beast before asking the characters their names and their business in the area.

Vashan Nanther **CR 9**

Male Nimbrese human fighter 7/Knight of the Flying Hunt 2
LG Medium humanoid
Init +1; **Senses** Listen +1, Spot +5
Languages Common, Halruaan

AC 23, touch 11, flat-footed 22
hp 71 (9 HD)
Fort +10, **Ref** +3, **Will** +6

Speed 20 ft. (4 squares) in *storm armor;* base 30 ft.; Ride-By Attack
Melee *+2 shock lance* +15/+10 (1d8+5/×3 plus 1d6 electricity) or
Melee mwk longsword +13/+8 (1d8+3/19–20) or
Ranged *+1 hurlclub* +11 (1d10+5)
Space 5 ft.; **Reach** 10 ft. (with *+2 shock lance*)
Base Atk +9; **Grp** +12
Atk Options Combat Reflexes, Mounted Combat, Spirited Charge

Abilities Str 17, Dex 13, Con 14, Int 12, Wis 8, Cha 10
Feats Animal Affinity, Combat Reflexes, Favored in Guild (Knights of the Flying Hunt), Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance)
Skills Climb +5, Diplomacy +2, Handle Animal +14, Listen +1, Ride +17, Spot +5, Swim +1
Possessions *storm armor* (see page 69), *+1 heavy steel shield, +2 shock lance, +1 hurlclub* (see below), masterwork longsword

Hook Expects to be obeyed.

Knights of the Flying Hunt (EL 14)

The characters have come across a small encampment of merchants gathered around a fire one evening when a group of Knights of the Flying Hunt swarm in on the offensive. The PCs don't realize that the "merchants" are actually evil lycanthropes, and the six Knights are novices (use the statistics block above) on a training exercise, sent to hunt the werecreatures down.

New Item: Hurlclub

Hurlclubs are greatclubs modified and specially weighted for throwing. They are identical to greatclubs in every way (including proficiency and all feats or other abilities related to using a greatclub) except that they cost 10 gp and have a range increment of 5 feet. Throwing a hurlclub requires two hands.

Despite tavern tales to the contrary, a hurlclub doesn't return to its thrower; however, some Knights attach long chains to their hurlclubs to prevent losing them (add 1 gp to cost). Once thrown, an attached hurlclub applies a –1 penalty to its user's AC and on Strength- and Dexterity-based ability checks and skill checks until it is pulled back in. Reeling in and picking up a thrown hurlclub is a full-round action that provokes attacks of opportunity.

Knight of the Weave

"The Weave is the lifeblood of Faerûn, and I would sacrifice my own life if it meant she would persevere."

—Elos Crownsilver, Guardian of the Weave

Over a dozen deities have worshipers who are paladins, promoting law and good across Faerûn, but it is the Weave itself that empowers and strengthens the Knights of the Weave. Distinct from the worship of Mystra, members of this mystic order of sacred defenders cherish the Weave like a fine wine, knowing that its existence enriches all of Faerûn. They drink deeply of its power, use that energy to extend its reach, and utterly smash those who would hurt the object of their love. Their power comes from pure magic, and unlike typical paladins, their power is arcane rather than divine. Over time they become imbued with the power of the Weave, capable of unleashing magic in its raw form.

Becoming a Knight of the Weave

Most Knights of the Weave come from the ranks of the Guardians of the Weave (see page 82), the church of Mystra, or the church of Azuth. A few characters become knights on their own, usually after witnessing some event that reveals the beauty, power, and fragility of magic in the world. Fighters and paladins are the most likely to become knights, and some bards and sorcerers who are willing to sacrifice some of their spell power are also aspirants to the knighthood. Knights must have a basic understanding of magic whether or not they are spellcasters, and some knowledge of the history of the world and how magic shaped it is necessary as well. Strength (for melee attacks) and Charisma (for spellcasting) are key abilities for Knights of the Weave.

Entry Requirements

Alignment: Any non-evil.
Base Attack Bonus: +5 or ability to spontaneously cast 3rd-level arcane spells.
Skills: Knowledge (arcana) 1 rank, Knowledge (history) 1 rank, Spellcraft 1 rank.
Oath to the Weave: A knight must swear to defend the Weave at all costs, sacrificing his own life to preserve it if necessary.
Special: Cannot be a Shadow Weave user.

Table 4–2: The Knight of the Weave
Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	*Detect magic, read magic,* spellcasting
2nd	+1	+3	+0	+3	Armored caster (light)
3rd	+2	+3	+1	+3	—
4th	+3	+4	+1	+4	Fast metamagic
5th	+3	+4	+1	+4	—
6th	+4	+5	+2	+5	Spellfire (healing)
7th	+5	+5	+2	+5	—
8th	+6	+6	+2	+6	Armored caster (medium)
9th	+6	+6	+3	+6	—
10th	+7	+7	+3	+7	Spellfire (blasting)

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Intimidate, Knowledge (arcana), Knowledge (history), Profession, Spellcraft, Spot, Use Magic Device.

Table 4–3: Knight of the Weave Spells Per Day and Spells Known

	Spells per Day and Spells Known					
Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	2	—	—	—	—
4th	3	2	—	—	—	—
5th	4	3	2	—	—	—
6th	4	3	2	2	—	—
7th	4	4	3	2	2	—
8th	4	4	3	3	2	2
9th	4	4	4	3	3	2
10th	4	4	4	3	3	3

Class Features

Knights of the Weave cast arcane spells and learn how to tap into the raw power of the Weave. A knight's caster level for his spell-like abilities is equal to his class level.

Detect Magic (Sp): At 1st level, you gain the ability to use *detect magic* at will.

Read Magic (Sp): At 1st level, you gain the ability to use *read magic* at will.

Spellcasting: Knights of the Weave cast arcane spells like a sorcerer (you use your Charisma score to determine bonus spells per day, save DCs, and so on). Refer to Table 4–3 to determine your spells known and spells per day. You incur the normal arcane spell failure chance for wearing armor (but see Armored Caster, below). Your caster level for your knight spells is equal to your knight class level plus any other arcane caster levels you may have.

This class's spellcasting progression allows you to quickly approach the highest-level spells available to a single-class spellcaster of your character level, but you will always know fewer spells and be able to cast fewer spells per day than a single-class spellcaster.

Armored Caster (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). At 2nd level, you become more attuned to the Weave and can cast your arcane spells while wearing light armor without incurring the normal arcane spell failure chance. If you wear medium or heavy armor or carry a shield, you incur an arcane spell failure chance if the spell has a somatic component.

At 8th level and higher, you can cast your arcane spells in light or medium armor without incurring arcane spell failure. Casting in heavy armor or with a shield still incurs the normal arcane spell failure chance.

Fast Metamagic (Ex): At 4th level you become able to channel extra magic into an arcane spell to employ metamagic feats more efficiently. When spontaneously casting an arcane spell (such as a sorcerer spell or a knight spell) with one or more metamagic effects applied to it, you can expend an extra spell slot to cast the spell without increasing its casting time (as normal for applying metamagic to a spontaneously cast spell). The extra spell slot must equal or exceed the spell slot used to cast the metamagic-affected spell, but need not be from the same spellcasting class.

For example, if you wanted to apply your Silent Spell metamagic feat to a *magic missile* spell, you would normally cast the spell as a full-round action. If you expended an extra spell slot of 2nd level or higher, you could cast the silent *magic missile* as a standard action instead. You could even quicken the *magic missile* spell, but you would have to expend a 5th-level or higher spell slot.

This ability doesn't let you apply a metamagic effect if you don't already have the appropriate feat.

Spellfire (Su): While you are not a natural user of spellfire, your connection to the Weave gives you a limited ability to channel raw magical energy as if you were born with this talent. You cannot absorb spells targeted at you, nor can you store spellfire energy for later use, but you can use your own arcane spell energy to heal (or later, to blast).

Starting at 6th level, you can convert your available arcane spells (from any class) to healing spellfire. You can convert a single arcane spell slot or prepared arcane spell as a standard action to heal a target by touch, restoring 2 hit points per spell level expended for this purpose.

At 10th level, you can also convert your arcane spells into spellfire blasts that deal damage. As a standard action, you can convert a single arcane spell slot or prepared arcane spell into

a ranged touch attack (maximum range 400 feet), dealing 1d6 points of spellfire damage per spell level expended, Reflex DC 20 half. Spellfire damage is half fire damage and half raw magical power; creatures with immunity or resistance to fire apply this effect only to half the damage. See page 56 of the *Forgotten Realms Campaign Setting* for more details on this ability.

Multiclassing: A paladin who takes levels in Knight of the Weave can still take levels in paladin.

Knight of the Weave Spell List

Knights of the Weave choose their spells from the following list.

1st Level—*bless, bless weapon, charm person, command, comprehend languages, cure light wounds, divine favor, lesser restoration, mage armor, magic missile, magic weapon, read magic, shield.*

2nd Level—*arcane lock, bear's endurance, bull's strength, cat's grace, darkvision, delay poison, eagle's splendor, resist energy, see invisibility, shield other.*

3rd Level—*arcane sight, cure moderate wounds, Darsson's potion*[Mag]*, daylight, dispel magic, fly, forceward*[Mag]*, greater magic weapon, phantom steed, remove curse.*

4th Level—*break enchantment, cure serious wounds, death ward, lesser globe of invulnerability, mark of justice, neutralize poison, restoration.*

5th Level—*cure critical wounds, dimension door, disrupting weapon, Mordenkainen's faithful hound, spell resistance, true seeing.*

6th Level—*banishment, greater dispel magic, teleport.*

playing a knight of the weave

Nothing is more important to you than magic's continued existence. You love the feel of magic flowing through you, whether in casting a spell, using a magic item, or channeling the raw power of magic. You see dead magic areas as the Weave's missing limbs and wild magic areas as dangerous cancers within the Weave's body. Nothing gives you more joy than seeing the light die in the eyes of an evil spellcaster. You wake up in the middle of the night in a cold sweat at the thought of something like Karsus's Folly ever happening again. The Weave is your friend, your lover, your armor, and your bright shining sword. The Shadow Weave is a deliberate violation of something you cherish, and you'd love nothing better than to burn its taint from all of Faerûn with a storm of searing blue-white spellfire.

There are few Knights of the Weave, no more than two score, and while they do not have an organized code of conduct, they recognize each others as kindred spirits working for a common purpose. Regardless of alignment, religion, or country of origin, the knights understand the love and respect that each of them has for magic, and they go out of their way to avoid conflict within their ranks. Many are associated with the Guardians of the Weave, and perhaps in time they will organize themselves as the military arm of that group, much as various churches have orders of knights focused on protecting their interests with necessary violence. Even those knights not involved with the Guardians respect them, and the Guardians see the knights as their champions.

Combat

Although you study powerful magic, most of what you know relates to enhancing your fighting abilities and, as with a paladin, your place is in the thick of battle. Because at first you have difficulty casting spells in armor, you should use spells to boost your abilities beforehand or in the aftermath of battle. At 2nd level you can wear light armor, and a magic chain shirt or mithral chainmail lets you mix spell and sword freely. By 6th level, you add spellfire to the mix, giving you a way to heal yourself safely in combat. At 8th level, you can wear medium armor, and most knights locate or buy mithral full plate armor to give them the best melee protection that at the same time allows them full use of all their abilities. At 10th level, your ability to unleash destructive spellfire using your own spell energy means that you can unleash devastating bolts of pure magic at any time.

You work well with others in combat by taking the paladin's role of front-line warrior supported by magic. In an emergency you even have offensive and countering spells of your own. Though you're never as good at blasting enemies as a sorcerer or a wizard is, your abilities give you a chance to interfere with enemy spellcasting long enough to allow your allies to end the fight. Because at lower levels you're more likely to use lighter armor, you can fit in easily with sneaky characters, and your spells can augment your and their abilities in those areas.

At high level you're best off using your spells to increase your ability to deal melee damage, reserving a few spell slots for unexpected opportunities. Your spellfire reaches its highest utility at 10th level, but avoid the temptation to use up all your spell slots for this purpose—you never know when you might need a key *true seeing* or *teleport* spell.

Advancement

Any knight can teach a qualified person how to begin attuning himself to the right parts of the Weave. Some potential knights discover the necessary information by accident or research, but most who would become knights meet an existing knight at some point in their travels. A qualified person is one who shows an interest in magic, has at least a rudimentary knowledge of the Weave and its history, and is dedicated enough to swear an oath to protect it with his life. Many aspiring knights swear this oath in front of another knight, but that is not necessary—the Weave itself bears witness to the oath.

Training is an informal matter and does not require active tutelage by another knight. The new knight instinctively (or by studying subtle shifts in the pattern of the Weave) understands what sort of meditation, practice, or study is required to progress as a knight. Sometimes this preparation entails fasting for several days near a dead magic area or trying to cast spells on the fringe of a wild magic area. Another knight might train by studying lore on pools of radiance in a Mystran library or meditating on the shore of a sea to recognize how the ebb and flow of the tides mirrors the shifting strands of the Weave. In between experiencing these revelations, the knight continues to practice his spellcasting and fighting and keeps an ear to the ground for news of things needing his attention.

Each knight feels a pull from a slightly different part of the Weave, guiding what spells he develops in his mind and the role he adopts among the knights. Some avenging or crusading knights choose aggressive magic, believing the best defense is a good offense. Others see themselves as protectors and learn metamagic, counterspelling, and ways of repairing damage to fragile parts of the Weave. Yet others try to become personifications of magic, using their knowledge to augment their own abilities or even create items that boost them further. Though a wizard might suggest learning a little bit of everything to be ready for all situations, that approach rarely fits the typical knight's mentality; most knights focus their magic in a specific area, relying on their physical prowess and versatile spellfire to make up for any specific lack of spell knowledge.

Resources

Since the order is rare and its members few in number, knights are usually more than willing to help each other in times of need, whether by lending a magic item, casting a helpful spell, or even joining a quest for a short time. The last occurrence is particularly common if two knights have very different and complementary skill sets. One thing knights are always generous with is knowledge; they keep no secrets from each other when it comes to protecting the Weave. The knights have friendly relations with the Guardians of the Weave as well as the churches of Mystra and Azuth (and to a lesser extent Savras) and can sometimes get aid (particularly healing magic) from those groups.

Since a knight's armor choices are initially limited because of the risk of spellcasting failure, some knights use *bracers of armor* in their early journeys, but once you gain the ability to cast safely in armor you will likely switch to conventional armor (including mithral armor) for better protection, and to fool enemies into thinking you are without spells. Knights tend to face many spellcasters and magical monsters, so armor that provides energy resistance or spell resistance is commonly seen among powerful knights. Like paladins, knights usually carry magic weapons; their favorite choices are those with the speed, spellblade[Mag], and spell storing special abilities (as well as dispelling[Mag] weapons for knights who don't have the ability to cast *dispel magic*).

Some knights see their role as the light against shadow and the shield against darkness. For them to carry out this role, they must be able to recognize the enemy. The Detect Shadow Weave User feat, (see page 28) enables a Knight of the Weave (or any other charcter) to gain this ability. Some knights discover this feat through independent study, and others learn it from a mentor knight or an ally from an organization such as the Guardians of the Weave.

Knights of the Weave in the World

"I once saw a Knight of the Weave teleport alone into a Cult of the Dragon stronghold. When we arrived an hour later, the cultists were nothing but spellfire-burned ash, and the knight was already halfway across Faerûn investigating rumors of a Shadow Mage. I've never seen one of our paladins do anything like that."

—Toromil the Brightflame, arcane devotee of Mystra

Knights of the Weave have a long reach but lack the overt power to destroy their enemies outright. This means they must take a more strategic role or use small-scale forays to accomplish their goals. This makes them perfect for adventuring parties, either as PCs, cohorts, or potential employers. They can't topple the Zhentarim or the Red Wizards on their own, but they know a lot and (at higher levels) are very mobile through the use of teleportation magic, making them a great resource for explaining the back story of an adventure, pointing the PCs in the right direction, or showing up just when the PCs need them most. Their focus on combat and arcane spells make them similar to a paladin but without the religious trappings, and their ability to cast spells in armor is an intriguing choice for a player wanting to play a battle mage (and is willing to sacrifice versatility and higher-level spells for the fun of getting their hands dirty).

Daily Life

On a day-to-day basis a knight is searching for threats to the Weave, lost magic he can discover, lore to learn, and receptive minds to teach about respecting the Weave. Many knights are loners and are often mistaken for paladins (which can be confusing when one insists he can't cure diseases but can break curses) and engage in paladinlike activities when they sense the Weave wants them to do so. Knights can be leaders, but most of them lead by example rather than by giving orders. They respect considerate spellcasters, and knights in leadership positions tend to quickly earn the loyalty of any spellcasters in the area for their attentiveness and honest desire to hear a qualified opinion.

Organization

The knights have no official leader, but the most experienced knight alive today is Janos the Lichbreaker, mentor to at least three other knights. He is greatly respected for his knowledge, power, and ability to teach others about their path. Janos is very concerned about the Shadow Weave, and in particular the activities of the residents of Shade. He spends most of his time in the lands near Anauroch, digging for news of their activities and hoping against hope that none of the shades are planning to revive ancient Netherese spellcasting secrets that might damage or disrupt the Weave in some way. He doesn't force his agenda on others but welcomes help when it is offered, and usually at least one knight assists him at any particular time.

The knights do not have any official ranks, though they observe each other's progress and comment when one of them demonstrates a new ability. Fast metamagic, spellfire, heavier armor, and teleporting are benchmarks of the knighthood, and the knights are developing an informal series of nicknames (often subtly humorous) that can eventually become a series of recognized titles if the knighthood grows large enough to merit such distinctions. For example, a knight seen rapidly casting spells silently might earn the nickname "Spellwhisper," and someday "Spellwhisper" could become be a title in the organization, especially if the original Spellwhisper makes a good name for himself among the others.

An unusual friendly rivalry exists between the paladins of magic (serving Azuth and Mystra) and the knights. Some of the paladins are slightly offended that the knights focus on the Weave rather than the goddess and make a point of demonstrating their advantages compared to the knights (such as being able to smite evil). The knights respond by pointing out that they acknowledge Mystra's ties to the Weave—they are the one and the same, after all—but they focus on the part they can touch; they then show off their own power with a dazzling display of powerful magic and spellfire, a feat no paladin can match.

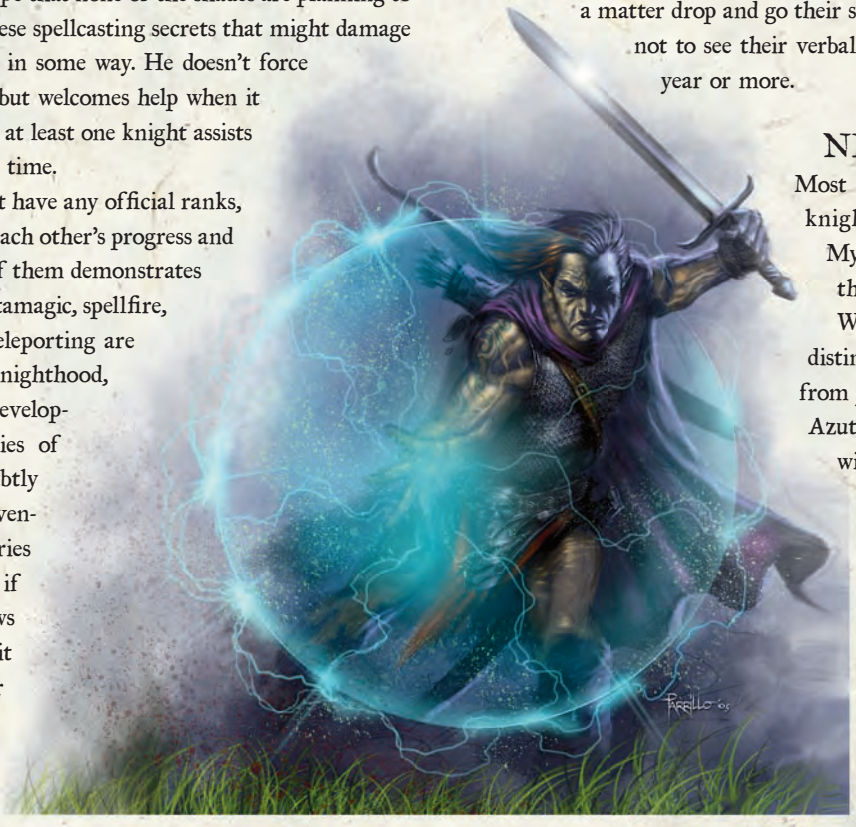


Illustration by Lucio Parrillo

Aravilar Moondown, a Knight of the Weave

The knights don't have any serious rivalries within their organization, since they recognize that different opinions (like spells of different schools of magic) are natural, and while they may oppose each other at times, these differences are not worth fighting about. For example, the knights think the rivalries between the various Thayan wizard factions are absurd and a waste of time, but are glad those rivalries keep the Red Wizards from spending all their efforts outside Thay. This is not to say that the knights don't argue, but they're usually happy to let a matter drop and go their separate ways, expecting not to see their verbal sparring partner for a year or more.

NPC Reactions

Most people outside of the knighthood, churches of Mystra and Azuth, and the Guardians of the Weave have a hard time distinguishing the knights from paladins of Mystra and Azuth. Thus, they're treated with friendliness and respect for their power and devotion, and people know that the "paladins" are willing to help in any way they can.

Evil individuals and groups have the same problem as other folks—most can't tell the knights from regular paladins. This offers the knights a measure of protection, because they're in the shadow of a larger group, but also makes them a target for those who have a vendetta against paladins as a whole. The Cult of the Dragon and the church of Shar are the only groups that have a good understanding of what makes a knight different; the Cult is too busy with its own mad plans to worry about a subset of Mystra's holy soldiers, and the Sharrans are usually more concerned about torturing and killing Mystra's and Selûne's priests to concern themselves with the paladins. These attitudes will probably change as the knighthood grows and develops a more distinct identity. The knights dislike the Cult and the Sharrans as well as the Zhentarim and most of the Red Wizards, but as they know they can't deal with the entire organization at once they save their anger for individuals rather than making systematic attempts on the group as a whole.

Knights of the Weave Lore

Characters with Knowledge (arcana) can research the Knights of the Weave to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Knights of the Weave are a knightly order of Mystra.

DC 15: The knights are skilled warriors who study magic. They are not paladins, though they often act like them.

DC 20: The knights use arcane magic rather than divine magic, and some even learn how to create spellfire. They know less magic than a true mage but can hold their own against an opponent of similar power. The knights revere the Weave itself rather than the goddess Mystra.

Characters can use Knowledge (religion) or bardic knowledge to discover the above information, but the DCs are 5 higher.

Knights of the Weave in the Game

Because the knights are such a small order, it is entirely possible that in your game they are relatively new and are just now making a name for themselves in the world. They are also somewhat reclusive, so it may be that the order has been around for a while but has been working in secret, or people have mistaken its members for paladins of magic deities.

This class is perfect for fighter-type characters who want to use some of the more powerful spells without the serious drawbacks of multiclassing as a sorcerer or wizard. It's also good for players who want something a little different from a standard class, or who want their characters to have abilities similar to those of a paladin but without the lawful good alignment requirement.

Adaptation

The Knights of the Weave can easily be adapted to serve as followers of Azuth or as a true military order supported by the Mystran church. If you're willing to alter the alignment requirements and spell list, you could create different splinter knighthoods for each magic deity, making each group slightly more specialized and unique. Azuth's knights would learn more direct-attack spells and metaspell effects, Savras's would study more divination, and Velsharoon's would gain access to necromancy.

Encounters

Encounters with Knights of the Weave are focused on magic, whether involving tracking down a dangerous spellcaster, transporting a powerful item, or dealing with a problem area of the Weave.

Aravilar Moondown (EL 7)

Aravilar Moondown is a new member of the Knights of the Weave, but full of confidence almost to the point of arrogance. Devoted to magic and convinced of his elven superiority, he often makes the mistake of talking to others (especially unknown humans) as if they were his underlings. He is traveling with four 1st-level moon elf warriors (use the elf warrior statistics from the *Monster Manual*) on a mission to find a traveling potion-peddler who has been selling items tainted with the Shadow Weave. He might demand to search the PCs for potions bearing the peddler's identifying mark, or (if one of the PCs is known to make potions) try to interrogate a character to see if she is the person he's looking for. If one or more PCs are elves, he tries to get them to help him find the peddler. (If this occurs, the peddler is a mage of some skill, enough to pose a challenge for Aravilar's group and the PCs together.) The elves carry six Shadow Weave potions of various effects, confiscated as evidence of the peddler's tainted magic.

Aravilar Moondown **CR 7**

Male Halruaan moon elf fighter 5/Knight of the Weave 2
CG Medium humanoid
Init +8; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Draconic, Elven, Sylvan

AC 24, touch 15, flat-footed 20; Dodge, Mobility
hp 36 (7 HD)
Immune sleep
Fort +8, **Ref** +6, **Will** +4 (+6 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk longsword +10/+5 (1d8+4/19–20) or
Ranged mwk shortbow +11/+6 (1d6/×3)
Base Atk +6; **Grp** +8
Combat Gear *potion of cat's grace*
Knight of the Weave Spells Known (2, CL 2nd):
1st—*bless weapon, shield*†
†Already cast
Magical Training Spells Known (3, CL 1st):
ghost sound, light, mage hand
Spell-Like Abilities (CL 2nd):
At will—*detect magic, read magic*

Abilities Str 14, Dex 18, Con 11, Int 12, Wis 8, Cha 10
SQ armored caster (light), able to notice secret or concealed doors
Feats Dodge, Improved Initiative, Magical Training, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Concentration +2, Diplomacy +2, Intimidate +8, Knowledge (arcana) +4, Knowledge (history) +2, Listen +3, Search +4, Spellcraft +4, Spot +3

Possessions combat gear plus *+1 chain shirt,* masterwork longsword, masterwork shortbow with 50 arrows, *ring of protection +1, cloak of resistance +1,* 195 gp

Hook "The elves are the true stewards of magic, and my work is a continuation of an ancient legacy."

Aravilar Moondown (EL 13)

A more experienced and somewhat more mellow Aravilar is looking for an ancient artifact dating back to the era of Netheril, capable of eating magic from the Weave and spitting out pure primal chaos. He knows it's in an old ruin, guarded by a Netherese lich or a very old phaerimm. When he meets the PCs, he could be looking for allies to help him enter the ruin, or he might be fleeing a near-fatal encounter with the item's guardian and need other characters to either finish what he started or watch the area while he goes to get help from other knights.

Aravilar Moondown **CR 13**

Male Halruaan moon elf fighter 5/Knight of the Weave 8
CG Medium humanoid
Init +8; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Draconic, Elven, Sylvan

AC 28, touch 14, flat-footed 25; Dodge, Mobility
hp 63 (13 HD)
Immune sleep
Fort +11, **Ref** +8, **Will** +7 (+9 against enchantments)

Speed 30 ft. (6 squares); Spring Attack
Melee *+2 longsword* +16/+11/+6 (1d8+6/19–20) or
Ranged *+1 composite shortbow* +16/+11/+6 (1d6+2/×3)
Base Atk +11; **Grp** +13
Atk Options fast metamagic (Silent Spell)
Combat Gear *wand of cure light wounds*
Knight of the Weave Spells Known (CL 8th):
6th—*banishment* (DC 18), *teleport*
5th—*spell resistance, true seeing*
4th—*deathward, lesser globe of invulnerability, restoration*
3rd—*Darsson's potion*[Mag], *dispel magic, fly*
2nd—*bear's endurance, see invisibility*
1st—*bless weapon, shield*†
†Already cast
Magical Training Spells Known (CL 1st):
ghost sound, light, mage hand
Spell-Like Abilities (CL 8th):
At will—*detect magic, read magic*

Abilities Str 14, Dex 18, Con 11, Int 12, Wis 8, Cha 14
SQ armored caster (medium), able to notice secret or concealed doors, spellfire (healing)
Feats Dodge, Improved Initiative, Magical Training, Mobility, Silent Spell, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Concentration +10, Diplomacy +2, Intimidate +8, Knowledge (arcana) +8, Knowledge (history) +2, Listen +3, Move Silently +9, Search +4, Spellcraft +8, Spot +3
Possessions combat gear plus *+2 mithral full plate, +2 longsword, +1 composite shortbow* (+2 Str bonus) with 50 masterwork arrows, *ring of protection +1, cloak of Charisma +2, boots of elvenkind, wand of cure light wounds* (25 charges), 527 gp

Hook "The elves are the true stewards of magic, and my work is a continuation of an ancient legacy."

Moonsea Skysentinel

"Nothing makes me feel better than soaring over the landscape, keeping an eye out for Zhent dangers. Except maybe for knocking a Zhentarim skymage out of his saddle, of course."

—Joatra Stelmar, Moonsea skysentinel

Moonsea skysentinels are the eyes in the sky for the Knights of the North, scouting the landscape, looking for evidence of Zhentarim activity. They employ trained dire hawks as swift aerial mounts and a variety of combat tactics that allow them to swoop in, strike enemies quickly, and race away again before reinforcements can arrive. Whether spying on a caravan flying the banner of the Black Network, delivering battle orders to a Knight raiding party, or hunting and dueling one of the hated Zhentarim skymages, a Moonsea skysentinel is the light cavalry of the Knights' forces.

Becoming a Moonsea Skysentinel

Characters who want to become Moonsea skysentinels most often follow the path of the martial classes or druid because of the combination of skills and feats necessary to gain admittance. Occasionally a rogue or cleric can become a Moonsea skysentinel, though such characters need additional levels to gain the necessary ranks in the required skills.

Entry Requirements

Base Attack Bonus: +5.
Skills: Handle Animal 8 ranks, Ride 8 ranks.
Feats: Mounted Combat.
Special: Membership in the Knights of the North.

Class Features

The Moonsea skysentinel's class features make you particularly adept at aerial combat and scouting, while at the same time resistant to magical attacks from your hated foes, the Zhentarim skymages. The combination of offensive specialties and defensive

Table 4–4: The Moonsea Skysentinel
Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dire hawk steed, magical defense +1
2nd	+2	+3	+0	+0	*Shield* 1/day
3rd	+3	+3	+1	+1	*Spell turning* 1/day
4th	+4	+4	+1	+1	Magical defense +2
5th	+5	+4	+1	+1	*Shield* 2/day
6th	+6	+5	+2	+2	*Spell turning* 2/day
7th	+7	+5	+2	+2	Magical defense +3
8th	+8	+6	+2	+2	*Shield* 3/day
9th	+9	+6	+3	+3	*Spell turning* 3/day
10th	+10	+7	+3	+3	Magical defense +4

Class Skills (2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Knowledge (geography), Ride, Spot.

protections make you particularly handy at quick strikes against ground-based foes with little risk to yourself.

Dire Hawk Steed: As a Moonsea skysentinel, you gain a trained dire hawk of Large size as your personal mount. The dire hawk serves you loyally, carrying you into combat or fighting at your side. The dire hawk has maximum hit points but is otherwise a normal specimen of its size. See page 122 for this creature's statistics block.

Your dire hawk steed gains 1 HD for every three class levels you gain beyond 1st (increasing to 10 HD at 4th, to 11 HD at 7th, and to 12 HD at 10th). Each time it gains a Hit Die, its natural armor bonus and Strength score each improve by 2 (in addition to the normal improvements gained with added Hit Dice, such as skill points, feats, and ability score improvements).

A dire hawk steed can't be used as an animal companion.

Magical Defense (Ex): Your training in resisting the deadly spells cast by Zhentarim skymages manifests as a bonus on saving throws against spells and spell-like abilities for both you and your mount. This bonus is +1 starting at 1st level, and it increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level. The ability only functions while you are mounted on your dire hawk steed.

Shield (Sp): Upon reaching 2nd level, you gain an innate ability to withstand incoming attacks from your enemies. Once per day you can use a *shield* effect. Your caster level is equal to your class level. If you are mounted on your dire hawk, the spell affects both you and your mount, but if you dismount your dire hawk loses the benefit.

You can use this ability one additional time per day for every three levels gained above 2nd.

Spell Turning (Sp): Starting at 3rd level, you can use a *spell turning* effect as an immediate action; the duration is 1 round or until expended. If you are mounted on your dire hawk, the spell affects both you and your mount (and you share a common pool of spell levels affected), but if you dismount your dire hawk loses the benefit.

You can use this ability once per day at 3rd level, and one additional time per day for every three levels gained above 3rd.

playing a moonsea skysentinel

You hate the Black Network, especially those loathsome Zhentarim skymages, and you've decided to do something about it. You and your bird like nothing better than taking to the skies and hunting for Zhents. When the morning is cold and crisp, and your breath frosts in the breeze, that's when you feel most alive, ready to work. Winging your way across the foothills or open plains of the Moonsea, you almost dare a skymage to show his ugly face—just so you can watch his look of horror when you send him plummeting.

You serve as both scout and cavalry for the rest of the Knights of the North. Mounted on your trained dire hawk, you have the ability to race from one corner of the region to the other, delivering messages, scouting enemy movement, and guarding the skies to protect your companions. They may be on the ground, raiding a caravan or attacking a Zhent envoy, but you're the one watching their backs.

Combat

Lightly equipped to travel fast, you don't like getting into frontal assaults. Instead, you prefer to rely on your swift mount to get the drop on your ground-based enemies, coming in fast and leaving them wondering where you went. Ranged weapons are your best tactic, and with your innate defensive abilities, you can avoid similar attacks, making it easy for you to circle the fight and rain death from above.

In the air, you have a good chance to deliver some hefty damage upon a Zhentarim skymage while enjoying a certain degree of protection from his spells. As you gain more experience, your dire hawk can become a lethal force in its own right, and aerial battles against a skymage and its mount become spectacular—and deadly—displays.

Advancement

You were already halfway to becoming a Moonsea skysentinel when you joined up with the Knights of the North. After you showed what you could do on the ground, the Knights saw the potential in you to take to the skies for your joint cause. You are a precious and rare breed—there aren't more than a handful of skysentinels in existence. You and your companions know how much the rest of the Knights depend on you—and the cost not only to yourself but to the group as a whole if you get killed or incapacitated.

At first, your superiors will want you to take it slow. They use you on simple missions, delivering messages, scouting caravan locations, or occasionally doing some point work for the Knights' own caravans. Until you get comfortable in the saddle, they don't want you to risk yourself unduly. After all, you're hard to replace. Once you start to get some battle experience, though, you can start tangling with the Zhent scum more regularly. Your first fight with a Zhentarim skymage will be unlike anything you've experienced before. Remember that you have to deal with him quickly, before he can use his magic to good effect.

Once you start gaining levels as a Moonsea skysentinel, you're going to need to make some choices about your combat specialties. Your dire hawk is a powerful weapon in its own right, so the bonus feats you select determine how you put your mount to good use. Your style of fighting must be predicated on what you know how to do with Mounted Combat and its related feats.

Resources

Because you're a member of the Knights of the North, you have access to a wide range of specialty gear for yourself and your mount. Spend the extra coin on a combat saddle and the other equipment to help you in battles—the extra price is worth it. Also make sure you have the best bow you can, and get a spare; when you drop your weapon from 2,000 feet above the plains, you can't pick it up again.

The Black Network may be large and powerful, but it has many enemies. You can usually find someone in the Moonsea region who is sympathetic to your cause, able to provide you with spare equipment or a place to hide in a pinch. The Knights of the North maintain lots of supply caches all over the area, too, and you can draw on those when the need arises.

Moonsea Skysentinels in the World

"I wouldn't be here if it weren't for the skysentinels watching my back. They've warned me of Zhentarim traps more times than I can count."

—Lidrin Garneteye, Knight of the North

The Moonsea skysentinel is a paramount counterpart to the Zhentarim skymage. One offsets the other. If you have a campaign based around disrupting the foul deeds of the Black Network, particularly involving the activities of the Knights of the North, then the Moonsea skysentinel should be available to even the playing field.

Daily Life

As with all the Knights of the North, the life of a Moonsea skysentinel is hard. Often on the run from pursuing Zhentarim forces, a skysentinel lives day to day, enjoying the moments when airborne the most. When he's not on a mission, he's often hiding in some roosting spot in the hills and lower mountains of the region. Like the rest of the Knights, a skysentinel has dedicated his life to righting the wrongs inflicted on the common folk by the Black Network, and he works tirelessly to see that goal met. There is no other life for him.

As with any airborne branch of a military organization, the Moonsea skysentinels are a breed apart. They keep to themselves, seeing their roles as both more dangerous and more glorious than that of the common foot soldier. In the case of the Knights of the North, the skysentinels respect their ground-based counterparts and would do anything to keep disaster from befalling them, but a skysentinel sees himself as the daredevil hero who swoops in and turns the tide, saving his friends' hides time and time again.

Notables

Although she was not one of the original members of the Knights of the North, Joatra Stelmar was the first member recruited by the Knights to aid them in their cause. A druid who had a great rapport with several dire hawks nesting in the Dragonspine Mountains, she took to flying on the back of one as a means of surveying the range where she lived. She despised the Zhentarim skymages who sometimes flew into her territory, and she never missed an opportunity to send one careening to his death.

It was only a few years ago that Joatra came to the aid of a small group of Knights who had gotten caught in a trap laid for them by the Black Network. Swooping in and catching the Zhents off guard, she was able to turn the tide of the skirmish. Though reluctant at first to form a permanent relationship with the Knights, Joatra eventually agreed to facilitate bringing Knights with the right temperament together with dire hawks, helping them form a bond, and training them in the art of aerial warfare. Now, though she would likely cringe at the appellation, the Knights consider Joatra to be their master skysentinel.

Organization

All the other Knights of the North who train as Moonsea skysentinels answer to both Joatra Stelmar and to the leadership of the organization as a whole. Beyond that, there are too few skysentinels in existence to organize them further. Instead, an unspoken understanding exists among all the skysentinels that the most experienced among them will take on the most dangerous tasks, and the others accept lesser assignments until they have proven themselves.

Joastra doesn't attempt to involve herself in the military decisions of the Knights. Her only agenda is to see to it that the dire hawks are treated well and not put into undue danger. She understands the need for risk; her knowledge of the Black Network is sufficient to accept that sacrifices must sometimes be made to thwart their schemes. But she won't see birds pushed beyond their limits or sent on suicide missions without very good cause.

If at any point Joastra believes a Moonsea skysentinel is being unnecessarily reckless with or unkind to his or her dire hawk, she will ground that individual until amends are made. The other Knights never question her decisions in these matters, both because they value her contributions to their cause too much and because they recognize that she knows what she is doing. Reparations can be as mild as an apology to both Joastra and the bird in question or as severe as permanent removal from the skysentinels.

NPC Reactions

Folk who don't know about the skysentinels (and few do who are not directly in alliance with or opposed to them) are usually amazed, frightened, and suspicious of these warriors from the sky. They have seen plenty of evidence or heard plenty of anecdotal stories of flying Zhentarim skymages, and those encounters have never ended well. Thus, unless they are given ample cause to change their views, people are most likely to be unfriendly or even hostile in attitude.

On the other hand, most folk who have been rescued from Zhent brutality by a Moonsea skysentinel appreciate both the nobility and risk involved in serving as one, and they tend to applaud the skysentinel's efforts and show a friendly or even helpful disposition. There are a few who understand the good intentions of the skysentinels but fear the repercussions of aiding them, and those folk exhibit unfriendly or (rarely) hostile behavior, as well.

Of course, the members of the Black Network hate the Knights of the North and want them destroyed. Zhentarim skymages find the Moonsea skysentinels particularly loathsome and take every opportunity to attack them, hoping to slay both rider and bird. Each group's members harbor a special enmity for the other and almost never back down from a potential fight (unless their present business is of paramount importance, and any delay or failure to deliver could be disastrous).

Moonsea Skysentinels Lore

Characters can use Knowledge (local Moonsea) or Gather Information to learn more about the Moonsea skysentinels or a specific member. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Moonsea skysentinels are terrors from the sky, wreaking havoc on all trade in the Moonsea region.

DC 15: The Moonsea skysentinels work with the Knights of the North to combat the machinations of the Zhentarim, riding huge birds into battle.

DC 20: The Moonsea skysentinels are an elite corps of scouts, flying on dire hawks and dueling with Zhentarim skymages. They hide out in secret aeries in the mountains and are hard to track down. The Knights of the North secretly recruit members who show promise and teach them to become skysentinels.

DC 30: A successful check reveals specific places in the various cities of the Moonsea area, as well as Sembia,

Illustration by Wayne Reynolds

Ephyn Nidry, a Moonsea skysentinel, attacks a Zhentarim wagon

Cormyr, and the Dalelands, where someone can make it known that he or she would like to be contacted by Knight recruiters. This information could include the name of someone to ask for, though there will always be twists and turns and false dead-ends to the information trail. The Knights are very cautious, wary individuals who don't want to be exposed.

Moonsea Skysentinels in the Game

Any campaign you might be running that takes the characters into or near the Moonsea region is a prime opportunity to utilize the Moonsea skysentinels. Whether the PCs are simply traveling through with a caravan, or they have clashed with the Zhentarim already and wound up in an ongoing struggle, they are likely to encounter a group of Knights of the North accompanied by at least a single skysentinel. If events align to allow one or more characters to join the Knights of the North, it is feasible that at least one of those members will be interested in becoming a skysentinel. Even if the characters aren't recruited or turn down the opportunity, they can on occasion aid a Knight (and by extension, a skysentinel) or join forces with some to further a common cause.

Any player character who becomes a Moonsea skysentinel will find plenty to do in an ongoing anti-Zhentarim campaign. As a skysentinel, the character can serve as the spy or scout for a strike team made up of the rest of the characters in the party. Alternatively, with a smaller group of players, all of them could become skysentinels and fly missions as a team, relying on their disparity of skills and talents to still function as a well-rounded party. Setting up a large rivalry with a notable Zhentarim skymage, someone who can serve as an ongoing adversary and torment and thwart the characters as they advance in level, can give you plenty of adventure ideas.

Adaptation

Of course, the Moonsea skysentinel concept doesn't have to be limited to the Knights of the North. If you are running a campaign in another area of Faerûn (or in another campaign setting altogether), you can easily adapt the class to function as the aerial corps for a military or paramilitary organization. Alternatively, the skysentinels could just as easily be a solo act, a group of like-minded combatants who serve their own purposes and don't answer to anyone else. They could even be a part of a city watch.

Encounters

Running encounters that include a Moonsea skysentinel can be tricky but rewarding. Often, a skysentinel will be part of a larger contingent of Knights of the North. The characters can be onlookers caught up in a confrontation between the Knights and the Zhentarim. For example, they might just happen to be in a frontier mining town, investigation a nearby dungeon, when trouble flares up between the two groups. Alternatively, they might be serving as guards of a caravan that the Zhentarim either own or are preparing to attack, and the Knights and skysentinels are opposing them. In most cases, the characters will likely work with the skysentinels, or at the very least stay out of their way.

Whatever the reason behind a skysentinel's presence, the character will be most interesting as an encounter if she utilizes her skills and talents to attack from the air. Whether she is raining missile fire down on her targets while staying out of reach or swooping in for flyby attacks, the tactics needed to combat her need to be clever and unique.

Ephryn Nidry (EL 9)

Ephryn Nidry is a Moonsea skysentinel coordinating a quick-hit raid on a caravan the PCs are a part of. She is supporting five Knights of the North (all 2nd-level fighters, rangers, and rogues mounted on horseback; use Tables 4–16, 4–19, and 4–20, pages 117–123 of the *Dungeon Master's Guide,* to generate statistics and gear for these followers). Ephryn rides a 9 HD dire hawk.

Ephryn Nidry, Moonsea Sentinel CR 7

Female Chondathan human fighter 5/Moonsea skysentinel 2
CG Medium humanoid
Init +6; **Senses** Listen –1, Spot +2
Languages Auran, Common

AC 21, touch 12, flat-footed 19
hp 45 (7 HD)
Fort +8, **Ref** +5, **Will** +0 (+2 against enchantments); +1 on saves against spells and spell-like abilities

Speed 30 ft. (6 squares)
Melee mwk falchion +10/+5 (2d4+3/18–20) or
Ranged *+1 composite shortbow* +11/+6 (1d6+2/×3)
Base Atk +7; **Grp** +9
Atk Options Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot
Combat Gear *potion of cure moderate wounds*
Spell-Like Abilities (CL 2nd):
1/day—*shield*†
†Already used

Abilities Str 15, Dex 15, Con 13, Int 10, Wis 8, Cha 12
SQ dire hawk steed
Feats Improved Initiative, Lightning Reflexes, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (shortbow)
Skills Handle Animal +9, Intimidate +9, Knowledge (geography) +3, Ride +12, Spot +2

Possessions *+1 studded leather armor,* masterwork falchion, *+1 composite shortbow* (+2 Str bonus) with 20 arrows, *amulet of natural armor +1, potion of cure moderate wounds,* dagger

Hook "Die, you Zhent bastard!"

Ephryn's Dire Hawk Steed — CR 4

N Large animal

Init +5; **Senses** low-light vision; Listen +6, Spot +6 (+14 in daylight)

AC 19, touch 14, flat-footed 14

hp 76 (9 HD)

Fort +10, **Ref** +11, **Will** +5

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee 2 claws +10 (1d8+5) and bite +5 (1d8+2)

Space 10 ft; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 20, Con 19, Int 2, Wis 15, Cha 11

Feats Alertness, Flyby Attack, Improved Natural Attack (claws), Wingover

Skills Listen +6, Move Silently +9, Spot +6 (+14 in daylight)

Cureh Lantinye (EL 13)

Cureh Lantinye is leading a patrol of Moonsea skysentinels to intercept a small force of Zhent soldiers attacking the PCs in Thar on the caravan route between Melavaunt and Glister. He rides an advanced dire hawk with 10 Hit Dice. In addition to himself, the patrol consists of three 2nd-level skysentinels (use Ephryn Nidry's statistics above).

Cureh Lantinye, Moonsea Sentinel — CR 11

Male half-moon elf ranger 5/Moonsea skysentinel 6

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +7, Spot +7

Languages Common, Elven

AC 25, touch 13, flat-footed 22

hp 72 (13 HD)

Immune sleep

Fort +9, **Ref** +9, **Will** +5 (+7 against enchantments); +2 on saves against spells and spell-like abilities

Speed 30 ft. (6 squares)

Melee mwk rapier +14/+9/+4 (1d6+2/18–20) or

Ranged mwk composite shortbow with *+1 flaming arrow* and Rapid Shot +14/+14/+9/+4 (1d6+3/×3 plus 1d6 fire) or

Ranged mwk composite shortbow with *+1 frost arrow* and Rapid Shot +14/+14/+9/+4 (1d6+3/×3 plus 1d6 cold)

Base Atk +11; **Grp** +13

Atk Options Mounted Archery, Mounted Combat, Rapid Shot, Ride-By Attack; favored enemy humans +4, favored enemy dragons +2

Combat Gear *lesser bracers of archery, ring of feather falling, potion of cure serious wounds, potion of barkskin* (+3)†

†Already used

Ranger Spell Prepared (CL 2nd):

1st—*magic fang*

Spell-Like Abilities (CL 6th):

2/day—*shield*†, *spell turning* (as an immediate action)

†One use already in effect

Abilities Str 14, Dex 17, Con 11, Int 8, Wis 14, Cha 10

SQ animal companion (none at present), dire hawk steed, wild empathy +5 (+1 magical beasts)

Feats Animal Affinity, Endurance[B], Mounted Archery, Mounted Combat, Rapid Shot[B], Ride-By Attack, Track[B]

Skills Concentration +4, Diplomacy +2, Gather Information +2, Handle Animal +10, Knowledge (geography) +1, Knowledge (nature) +1, Listen +7, Ride +15 , Search +4, Spot +7, Survival +6

Possessions combat gear plus *+1 chain shirt,* masterwork rapier, masterwork composite shortbow (+2 Str bonus) with 20 *+1 flaming arrows,* 20 *+1 frost arrows,* and 20 masterwork arrows, pouch containing three 50-gp gems

Hook "I think you ought to head in another direction, friend. This mountain belongs to me."

Cureh's Dire Hawk Steed — CR —

N Large animal

Init +5; **Senses** low-light vision; Listen +6, Spot +7 (+15 in daylight)

AC 21, touch 14, flat-footed 16

hp 81 (10 HD)

Fort +11, **Ref** +12, **Will** +5

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee 2 claws +12 (1d8+6) and bite +7 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +16

Abilities Str 22, Dex 20, Con 19, Int 2, Wis 15, Cha 11

Feats Alertness, Flyby Attack, Improved Natural Attack (claws), Wingover

Skills Listen +6, Move Silently +9, Spot +7 (+15 in daylight)

Triadic Knight

"We are few, but our resolve can break the spine of any fiend."

—Haelimbrar, Triadic Knight and Servant of the Lords of Imphras II

Triadic knights are holy warriors who worship the Triad of Tyr, Torm, and Ilmater. Triadic knights trace their history back to the Fiend Wars of Impiltur (729–732 DR), when the three churches joined forces to proclaim the Triad Crusade, but they no longer

comprise a single order of paladins. Triadic knights believe that to truly embody the virtues of a paladin, one must draw on the strengths of all three gods. Through courage and perseverance, Triadic knights seek justice for all.

Becoming a Triadic Knight

Paladins, cleric/paladins, and clerics most commonly become Triadic knights, although many multiclass combinations including clerics and paladins are represented or have served in the past among the ranks of the Triad's holy warriors.

Depending on your base spellcasting class(es), you'll find Wisdom and/or Charisma remains your most valuable ability score. Melee combat-oriented characters should emphasize Strength and Constitution, while those specializing in unarmed combat should focus on Dexterity and Strength, and then Constitution. Spellcasters are best served by emphasizing their primary mental attribute to maximize the number of bonus spells they can cast.

Entry Requirements

Patron Deity: Ilmater, Torm, and/or Tyr.

Alignment: Lawful good.

Base Attack Bonus: +5.

Feats: Initiate of Ilmater[PG], Initiate of Torm (see page 31), or Initiate of Tyr[PG]; plus Endurance.

Skills: Knowledge (local) 4 ranks, Knowledge (religion) 4 ranks, Knowledge (the planes) 2 ranks.

Special: Aura of good class feature.

Class Features

The Triadic knight's class features combine elements of the paladin with defensive abilities that allow him to remain at full fighting strength even when faced with adverse conditions.

Spellcasting: At each new Triadic knight level other than 1st or 7th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before adding the prestige class. You do not, however, gain all the benefits a character of that class would have gained. If you had more than one divine spellcasting class before becoming a Triadic knight, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Aura of Good (Ex): Your Triadic knight levels stack with other class levels that grant this ability for the purpose of determining the power of your aura of good.

Special Mount (Sp): As a Triadic knight, you gain the service of an unusually intelligent, strong, and loyal steed. See the paladin class feature, page 44 of the *Player's Handbook*. Levels of Triadic knight stack with other class levels in classes that grant this feature for the purpose of determining the special mount's abilities.

Hands of Ilmater (Su): At 2nd level and higher, you can no longer become nauseated or sickened.

Shield Other (Sp): Starting at 3rd level, you can use a *shield other* effect once per day; your caster level is equal to twice your class level. Triadic knights often call this ability "martyr's embrace."

Eyes of Tyr (Su): At 4th level and higher, you can no longer become dazzled or blinded (except by physical damage to your eyes).

Discern Lies (Sp): At 5th level, you become able to use a *discern lies* effect once per day; your caster level is equal to twice your class level. Triadic knights often call this ability "judge's insight."

Smite Evil (Su): Beginning at 5th level, you can smite evil once per day. See the paladin class feature, page 44 of the *Player's Handbook*. If you already have this ability from another class, your Triadic knight class levels stack with that class's levels for the purpose of determining the extra damage dealt. For example, a 5th-level paladin/4th-level Triadic knight would deal an extra 9

Table 4–5: The Triadic Knight — Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Aura of good, special mount	—
2nd	+2	+3	+0	+0	Hands of Ilmater	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	*Shield other*	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+1	Eyes of Tyr	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	*Discern lies*, smite evil 1/day	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+2	Heart of Torm	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	*Shout*, threefold smite	—

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (local, nobility and royalty, the planes, religion), Profession, Ride, Sense Motive.

points of damage with each successful smite evil attempt. Smite evil attempts per day gained from multiple sources stack.

Heart of Torm (Su): At 6th level, you gain immunity to fear.

Shout (Sp): At 7th level, you can use *shout* once per day; your caster level is equal to twice your class level. Triadic knights often call this ability "lion's roar."

Threefold Smite (Su): At 7th level, you can combine three smite evil attempts in a single attack. Doing this costs you three of your daily smite evil attempts; if you don't have at least three such attempts remaining, you can't use this ability. Making a threefold smite requires a full-round action and triples the bonus on damage rolls (but not on attack rolls) normally applied with a smite evil attack. For example, a 5th-level paladin/7th-level Triadic knight would deal an extra 36 points of damage (three times his effective smite evil level of 12th).

Playing a Triadic Knight

You are brave, persevering, and honorable at all times, embodying the traits of all three members of the Triad. You exhibit more flexibility than most clerics and paladins of lawful good deities, since you are able to see better than most that sometimes justice must be tempered by mercy, that suffering must be alleviated through courage, or that obedience must give way to what is right.

You serve the churches of Tyr, Torm, and Ilmater and respect the commands of their leaders; as you see it, members of each group have a unique perspective on living a valorous, honorable life.

Combat

You belong in the front line of any combat, fighting hand-to-hand with the champion or leader of your foes. Your spells and abilities allow you to shrug off the lingering effects of most evil magic and keep going. As you grow in power, your ability to embrace the suffering of others, ferret out the truth, and roar in the face of danger make you a natural leader and an inspirational example for others. Your ability to smite is your greatest weapon, and when you reach the pinnacle of your power, you can dispatch powerful creatures of evil with a single blow.

Advancement

Becoming a Triadic knight requires dedicating yourself not to one god, but to three. You must spend time studying the dogma of all three faiths and understanding how each church's teachings strengthens the other two. Although it is not strictly required, you are more likely to be chosen to join the knighthood if you exhibit great valor in three separate quests, each one serving one of the three churches of the Triad.

At first, your superiors will want you to rotate among the three faiths, serving the needs of each church individually. As you become seasoned, however, they will expect you to identify specific weaknesses of each individual faith and bring your understanding of the rest of the Triad's teaching to bear, thus strengthening all three faiths.

As you continue to serve the Triad, you will be expected to become a leader of the Triad Crusade, which will continue until every last fiend is banished from Faerûn. You will be expected to seek out denizens of the Lower Planes who lurk in Abeir-Toril's darkest shadows and muster the resources of the Triad's three churches to ensure their defeat.

Resources

As a Triadic knight, you are part of a respected knighthood of champions, the living embodiment of the teachings of three gods. You can expect a warm welcome in good-aligned human realms, much like that accorded a paladin. As a champion of three faiths that are closely allied, you can draw on the resources of all three churches. Spend coin on armor and weapons that will benefit you in battle. Avail yourself of cold iron and silvered weapons effective against demons and devils, and seek out powerful magic weapons with bane (evil outsider), holy, and/or thundering properties.

In the Old Empires of Mulhorand, Unther, and Chessenta, and in nonhuman realms, Triadic knights are not widely known. However, members of like-minded churches (such as those discussed in the Adaptation section, below) are likely to give you aid if so requested; to them, a paladinlike knight who is open-minded about the teachings of multiple lawful and good gods is a refreshing change from most dogmatic holy warriors.

Triadic Knights in the World

"I met a mighty warrior on the road. Her sword was shattered, her face was scarred, and she carried with her a bloody saddle. I offered her a ride in my cart, but she graciously declined, saying that she had to walk the path Ilmater had set before her. Within her eyes burned a fire the likes of which I've never seen. This warrior, I imagined, had fought horrors that would crush the spirit of any common man."

—Arrath Darcylon, the Wandering Bard

Triadic knights are found throughout western and central Faerûn in churches and religious orders that embrace the worship of the three gods of the Triad. They play much the same role as paladins of Tyr, Torm, and Ilmater.

Organization

Although Triadic knights once comprised a single order of paladins, Impiltur's Order of the Triad, a slim majority of Triadic knights now are independent agents, acting as lone paladins or clerics who have embraced the worship of three like-minded gods with little resistance from members of the individual faiths. Other Triadic knights join one of the many knights orders dedicated to Torm, Tyr, or Ilmater. The largest concentrations of Triadic knights are found in Impiltur, as leading members of the Knights of Imphras II; in Tethyr, as leading members of the Knights Kuldar of Barakmordin ; and in Calimshan, where they venerate Anachtyr in lieu of Tyr, as leading members of the Janessar . Further details on the Knights of Imphras II are found in Chapter 3.

NPC Reactions

Most people regard paladins with a mixture of awe and guilt, amazed by their bravery and honor, but fearful that they are being secretly "judged." Others simply hate them or view them with admiration. Triadic knights are viewed much the same way as paladins, with similar varied reactions. Few observers recognizing the implications of a paladin archetype embracing three largely united but subtly different dogmas.

Triadic Knights Lore

Characters with Knowledge (history) or Knowledge (religion) can research Triadic knights and find information on the Triad Crusade and its aftermath. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: Triadic knights embrace the worship of Tyr, Torm, and Ilmater, known collectively as the Triad.

DC 15: Triadic knights can be found in large numbers as members of the Knights Kuldar in Barakmordin and as members of the Knights of Imphras II in Impiltur.

DC 20: Triadic knights came to prominence during the Triad Crusade, called by the churches of Tyr, Torm, and Ilmater in the wake of the Weeping War (711–714 YK) to defend Old Impiltur against an invasion of newly released fiends.

DC 30: Characters who achieve this level of success can learn important details about specific Triadic knights in your campaign.

Triadic Knights in the Game

Triadic knights play much the same role as paladins, acting as shining knights who fight on behalf of the forces of law and good. However, they show more resiliency than is typical for paladins, drawing on the three tenets of perseverance, courage, and justice to give them amazing strength in the face of impossible odds.

It's easy to introduce a Triadic knight into an ongoing campaign. If your campaign includes a paladin who venerates Tyr, Torm, or Ilmater, any challenge that forces him to draw on the strengths of another god of the Triad might result in a revelation that leads him to embrace all three gods of the Triad.

This prestige class appeals to gamers who enjoy role-playing paladins but who seek a more complicated belief-set for the paladin to adhere to. Triadic knights must balance between the teachings of the three gods, which share common goals but differ in the specifics of how to achieve such goals. For example, a Triadic knight must weigh the merits of mercy versus duty versus justice when deciding on the fate of a captured prisoner who seemingly repents of his crimes at the last minute.

Adaptation

The Triadic knight is a fairly specific class that unites the differences of three lawful good gods. This class can be adapted to worshipers of other pantheons with a strong focus on the twin tenets of law and good. For example, a dwarf variant of this class could be created that venerated Clangeddin Silverbeard, Gorm Gulthyn, and Moradin, emphasizing the three tenets of bravery, watchfulness, and protection. A Mulhorandi variant of this class could be created that venerated Horus-Re, Osiris, and Thoth, emphasizing the three tenets of knowledge, justice, and life.

Encounters

Facing the loss of two successive boy-kings before their coronation, and concerned about threats to the imminent coronation of a third boy king, the Lords of Imphras II have decided to draw out potential assassination attempts on a false target. The PCs are recruited to travel north to Heliogabalus, capitol of Damara, and return to Lyrabar as escorts to a young squire in King Gareth Dragonsbane's personal service. Although the Lords insist on absolute secrecy from the PCs, they make little real effort to keep the mission hidden from other ears.

Haelimbrar (EL varies)

Unbeknownst to the PCs, the "young squire" is actually Haelimbrar, one of the Lords of Imphras II, in the disguise of the long-hidden King Imbrar II. Haelimbrar normally resides in the Impilturan town of Laviguer, securing the northern and western borders of Impiltur, but he often acts abroad on secret missions for the Lords of Imphras II. It's up to the DM whether Impiltur's greatest foes, such as Soneillon (see page 135 of *Champions of Ruin*), fall for the bait or not, but in any event the PCs are sure to be attacked by a succession of lesser foes of Impiltur who believe that the seemingly humble squire is actually the king of Impiltur.

Haelimbrar, Triadic Knight — CR 14

Male Damaran human ranger 3/paladin 4 of Torm/Triadic knight 7
LG Medium humanoid
Init –1; **Senses** Listen +8, Spot +8
Aura courage (10 ft., allies +4 against fear)
Languages Common, empathic link

AC 20, touch 9, flat-footed 20 (with Two-Weapon Defense) or 22 (with *+1 heavy steel shield*), touch 9, flat-footed 22
hp 89 (12 HD)
Immune disease, fear; cannot be blinded, dazzled, nauseated, or sickened
Fort +16, **Ref** +8, **Will** +9

Speed 20 ft. (4 squares) in *+2 full plate;* base 30 ft.
Melee *+1 keen longsword* +16/+11/+6 (1d8+4/17–20) or
Melee *+1 keen longsword* +14/+9/+4 (1d8+4/17–20) and *+1 evil outsider bane short sword* +14 (1d6+2/19–20)
Base Atk +12; **Grp** +15
Atk Options Mark of the Triad†, Mounted Combat, Ride-By Attack; favored enemy outsiders +2, smite evil 2/day (+3 attack, +11 damage)
Special Actions lay on hands 12 points/day, turn undead 6/day (+5, 2d6+5, 2nd)
Combat Gear *wand of cure light wounds* (25 charges), *potion of shield of faith* (+5)
Paladin Spells Prepared (CL 7th):
1st—*bless weapon, divine favor*
Spell-Like Abilities (CL 14th):
At will—*detect evil*
1/day—*discern lies, shield other, shout*

Abilities Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 17
SQ moderate aura of good, special mount 1/day, 8 hours (heavy warhorse), share spells
Feats Endurance[B], Initiate of Torm†, Mark of the Triad†, Mounted Combat, Ride-By Attack, Track[B], Two-Weapon Defense, Two-Weapon Fighting[B]
†New feats described in Chapter 2
Skills Diplomacy +12, Handle Animal +9, Heal +8, Knowledge (geography) +6, Knowledge (local Damara) +4, Knowledge (nobility and royalty) +7, Knowledge (the planes) +3, Knowledge (religion) +7, Listen +8, Ride +7, Sense Motive +10, Spot +8, Survival +2
Possessions combat gear plus *+2 full plate, +1 heavy steel shield, +1 keen longsword, +1 short sword, gauntlets of ogre power*
Hook "I do not fear the fiend, but I pity it."

Heavy Warhorse Special Mount — CR —

N Large animal
Init +1; **Senses** low-light vision, scent; Listen +8, Spot +7
Languages empathic link

AC 28, touch 10, flat-footed 27
hp 85 (10 HD)
Resist improved evasion
Fort +15, **Ref** +7, **Will** +5

Speed 50 ft. (10 squares) in *+1 chainmail barding;* base 60 ft.
Melee 2 hooves +7 (1d6+5) and bite +2 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11
Spell-Like Abilities (CL 7th):
5/day—*command* (horses only; Will DC 18 negates)

Abilities Str 21, Dex 13, Con 17, Int 8, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +8, Spot +7
Possessions *+1 chainmail barding*

Haelimbrar, a Triadic knight

Illustration by Kalman Andrasofszky

Places of Valor

This chapter introduces several locations of interest to players—all places of great power that confer benefits upon valorous heroes who visit them. The DM can drop these places of valor into his or her existing campaign with minimal effort; these descriptions might also inspire DMs to create similar sites of their own.

Cave of Brother Luiman

Nestled in the foothills of the Snowflake Mountains, shrouded by the canopy of Shilmistra, a small waterfall spills over the side of a low plateau and into a clear, inviting pool. The pure spring water trickles forth from a small cave atop the plateau, its mouth hidden by low scrub brush and overhanging tree branches. This is the Cave of Brother Luiman, a hermit monk who dwelt here in solitude two centuries ago. Few today know of the cave's location, and fewer still recognize the healing properties of both the cave and the accompanying pool.

History

Brother Luiman was a disciple of the Yielding Way, an order of monks dedicated to Eldath and devoted to peace and protection. Like many of his order, Brother Luiman traveled the countryside, gathering information and spreading it elsewhere. But in his youthful zealousness, he provoked a brawl with a gang of thugs who had been intimidating folk in Saradush. The fray quickly got out of hand, and when the dust had settled, a number of thugs and commoners alike lay dead or near death. Seeing what he had allowed his own pride and arrogance to do, Brother Luiman fled the scene.

Unable to bear the guilt of what he had done, Brother Luiman retreated to a place of solitude, finding the cave and settling there to live for a time while he contemplated his own shortcomings. He prayed to Eldath for guidance, but for a long time, no insight was forthcoming. Brother Luiman was patient and repentant, though, and eventually, he received the means of his atonement in the form of a vision. Eldath instructed the monk that he should seek out Glorilis Instala, a paladin of Tyr who was in need of succor and refuge, and return with her to the secret place where he had dwelt.

Unsure that he understood completely the purpose of his god's command, but trusting that the Quiet One was offering him that prayed-for chance at redemption, Brother Luiman set out in search of the woman. He found Glorilis despondent and in her cups in a dockside tavern in Tethyr. At first, she refused his offers of aid, but eventually the monk convinced the paladin to return with him. For five tendays they spoke, and he learned of Glorilis's fall from grace. He came to understand his purpose in bringing her there—it was to be Brother Luiman's duty to provide spiritual healing for folk of many faiths, not just his own. Armed with this insight, he began counseling the paladin onto a path of atonement. He set before her several tasks, and instructed her to return to him once she had completed them. When Glorilis did indeed return to the secret cave, Brother Luiman invited her to look into her own heart to see if she had been absolved of her crimes. It seemed she had.

Guided by Eldath's visions, Brother Luiman aided many more fallen souls. Each one was coaxed into visiting the cave, and each one received his guidance and inspiration before going out into the world once more, intent on seeking atonement. And in each case, the healing and absolution was only complete upon the travelers' return to the cave.

Game Effects

Anyone approaching within 50 feet of the cave entrance feels an almost preternatural sense of peace and tranquility come over her. This effect is essentially a permanent *calm emotions* spell (Will DC 27 negates). It suppresses (but does not dispel) any morale bonuses granted by spells such as *bless, good hope,* and *rage,* as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While within the affected area, a suppressed spell or effect has no effect, but it takes hold of the creature again once that creature leaves the area, provided that the duration has not expired in the meantime.

Keyed Locations

Refer to the accompanying map for each of the following points of interest at the plateau and spring.

1. Entrance Pathway

The path is soft and spongy from the fallen leaves and loamy earth, and it winds among a sun-dappled array of deciduous trees spaced far enough apart to see the sky overhead. Anyone strolling on the faint trail can hear the merry splashing of the waterfall long before they can see it. Right as the pool becomes visible just between the last few trees, the path splits into two directions, one heading straight toward the pool (area 2), the other toward the rough natural rock formation leading up to the plateau (area 3).

2. Icy Pool

A small waterfall tumbles over the side of a 20-foot-high escarpment of rock that juts out from a much larger and equally steep cliffside. It splashes into a small, clear pool at the base of the protrusion of rock, which overflows near the opposite end and trickles through a gap in the rock formation and continues on its way into the forest. The water is icy cold and perfectly clear.

Anyone drinking from the water is immediately healed of 1d8 points of damage (if any). Should someone chose to brave the chill and bathe in the pool, 5 minutes spent in the water also provides the benefits of the *remove blindness/deafness, remove curse,* and *remove disease* spells. A character can gain any of these benefits once every month. Any water taken from the pool will function as a *cure minor wounds* spell for 24 hours (regardless of how much or how little is drunk), after which it loses its magical potency.

3. Rock Formation

The very end of the plateau is fractured and separated slightly from the main formation, leaving an upward-jutting finger of rock that the elements slowly smoothed and shrank. The result is a crumbled mound of rock divided into distinct shelves, a

natural staircase rising from the ground. The stream that exits the pool passes between this staircase of rock and the plateau to the north. At the top of the formation, a graying, roughly hewn split log bridges the gap.

4. Cave Mouth

The top of the plateau is flat and smooth, and a shallow fire pit stands near the center of it, scorched black from many years of use. The branches of a number of large trees hang over the place, partially sheltering it from direct sun. The mouth of the cave is low and wide, and the water that spills into the pool below trickles out along one side of the opening. Anyone taller than a gnome or halfling must stoop or crawl to gain access to the chamber inside. Just beyond the mouth, the passage's ceiling rises high enough that any Medium creature can stand upright.

5. Brother Luiman's Cave

The cave is a simple fissure in the rock, with a slightly sloping floor and a cold spring-fed stream flowing along the low wall. The stream gushes forth from an even smaller crack in the rock, and the chill of the water makes the temperature of the cave considerably cooler than the outside air. All in all, it is a rather austere place to live.

Any paladin or cleric of a good-aligned god who has fallen from grace in some manner and spends one tenday sleeping and meditating within the cave can receive the benefit of an *atonement* spell. Such a character first receives a vision from Eldath on a course of direction to attain such atonement. The required action is always in the form of a quest, the details of which are left up to the DM to decide. Upon satisfactory completion of the quest, the character in question must return to the cave and meditate for another full 24 hours, at which point the character's own patron deity grants the atonement.

It is not without precedent for more than one fallen paladin or cleric to reside in the cave at the same time. The place has enough room for three to four people at once, but any more than that makes the conditions rather cramped. When there are multiple occupants in the cave, Eldath has been known to issue them both a common vision, requiring that they cooperate in their quest and return together to receive their individual pardons. In this way, Eldath subtly cultivates cooperation between the faiths, furthering her own aims at peaceful coexistence without the need for violence.

Chapel of Resounding Justice

Southeast of Archenbridge in Sembia is a small fortified chapel to Tyr, built in the middle of an open field in an otherwise unremarkable area. It is a lesser-known pilgrimage site for those of the Tyrran faith, especially paladins, and for those who believe their lives are a worthy price to pay to maintain justice. Measuring 60 feet on a side and just under 20 feet tall from the ground to its parapet walls, the chapel is simple mortar and stone, with an iron plaque of Tyr's hammer-and-scales holy symbol above the double-door entrance on the south face. During the day a flagpole holds a Tyrran flag in blue and white.

The remarkable feature of this chapel is a statue in the courtyard of a large winged humanoid carved out of white marble veined with gold. She stands with muscles tensed, greatsword held high in one hand, her other hand pointing down toward the earth, as if issuing a command or making a stern vow. This statue is actually the petrified remains of Resounding Justice, a noble planetar in service to Tyr who gave her life to defeat Krysus Vaant, a blackguard of Gargauth, and his pit-fiend ally known as Tenflames. The site thrums with the power of Tyr, radiating outward from the statue to just beyond the outer corners of the chapel.

Like any place holy to Tyr, the chapel's keepers offer sanctuary and aid to Tyrrans in need, though they are a small garrison and prefer that military assistance from the church come from one of the larger temples in the nearby cities. Any follower of Tyr is welcome to stay in the chapel for one night; the keepers welcome offers to help guard or improve the site from those skilled in war or craft.

History

In 1295 DR, a young Sembian noble of a minor house inherited his family's estate after an unfortunate boating accident. This noble, Sterth Zelgarik, quickly squandered his family's money on lavish parties and expensive courtesans. Faced with dwindling coffers and the prospect of actually having to work for a living, he became desperate, and when a clever follower of Gargauth approached him about a special business deal guaranteed to make him rich again, he accepted. This sly priest led him by the nose through one misfortune after another, getting him to promise more and more to the outcast devil-god until Sterth owed Gargauth body and soul. The deity reshaped him and gave him a new name, Krysus Vaant, and used him to terrorize political enemies and prick at the heels of good officials who refused to deal with his agents. After dozens of offenses and blasphemies against the church of Tyr, the most powerful Tyrran priest in Saerloon petitioned his god to send a champion to defeat the vile blackguard.

Tyr sent Resounding Justice, a young planetar of auspicious lineage, to deal with Krysus Vaant. The planetar found the Sembian noble outside of Archenbridge and harried him southward over the course of several days, as the blackguard used vile magic to speed his way or leave terrible casualties behind him that the angel was obligated to stop to help. Eventually Resounding Justice managed to hold him in place with a spell and swooped in to put the man to the sword, but the blackguard had a blood pact with the pit fiend known as Tenflames, who appeared just as the

planetar was about to smite the mortal. Angel and devil battled and the pit fiend wore away at Resounding Justice. Realizing she couldn't defeat her enemy with conventional means and knowing that Krysus Vaant would soon shake free of her spell, the planetar stood tall in the fading sunlight, pointed her sword at heaven, and sacrificed her own soul to power an incredible blast of white holy energy that engulfed the pit fiend and the blackguard, consuming them until nothing was left but a foul cloud of smoke that drifted away in the breeze (some in Sembia believe the smoke cloud still exists, bearing the minds of the pit fiend and blackguard, whispering dark secrets to those who listen in exchange for binding oaths).

Resounding Justice's supernatural flesh transformed to white marble veined with gold, and when members of her church found her a few days later by following the blackguard's path of destruction, they began to build a shrine at the site, praising her sacrifice in the name of Tyr and justice.

Statue of the planetar Resounding Justice

Illustration by Jason Engle

Game Effects

The statue radiates magic and gentle holy power.

Its effects fill a sphere just larger than the outermost corners of the chapel walls, though enemies of the chapel's defenders rarely see the benefit of its powers.

At night the statue gently glows with a blue-white light equivalent to a torch.

While in this temple, clerics of Tyr can prepare spells from the Good domain as if they had that domain. Tyr's clerics who already have the Good domain can use nondomain spell slots to prepare spells from the Good domain. Noncleric divine spellcasters can prepare spells from this domain as if they were on their spell list at the equivalent level of the Good domain (so a paladin could prepare *holy smite* using a 4th-level paladin spell slot). These prepared spells remain prepared even after the caster leaves the chapel.

Anyone dying within the area automatically stabilizes without needing to make a stabilization check. This ability does not prevent creatures from dying outright (such as from a wound bringing them to –10 or fewer hit points) or from other lethal effects such as poison or disease.

Any creature that rests here regains hit points as if it were under the long-term care of someone with the Heal skill.

Keyed Locations

Refer to the accompanying map for each of the following points of interest within the clearing.

1. Entrance

This heavy door is reinforced with iron and has a bar on the inside. It is normally kept closed but not barred.

2. Courtyard

This area holds the statue-form of Resounding Justice. Those who touch the statue say they can still feel her angelic presence, and some believe she is actually alive in some kind of stasis, waiting for the right time to awaken and serve Tyr again. Some Tyrrans propose finding a way to restore her to life, but traditionalists believe that would undermine the message of her sacrifice and possibly undo the magic that destroyed her enemies.

3. Barracks

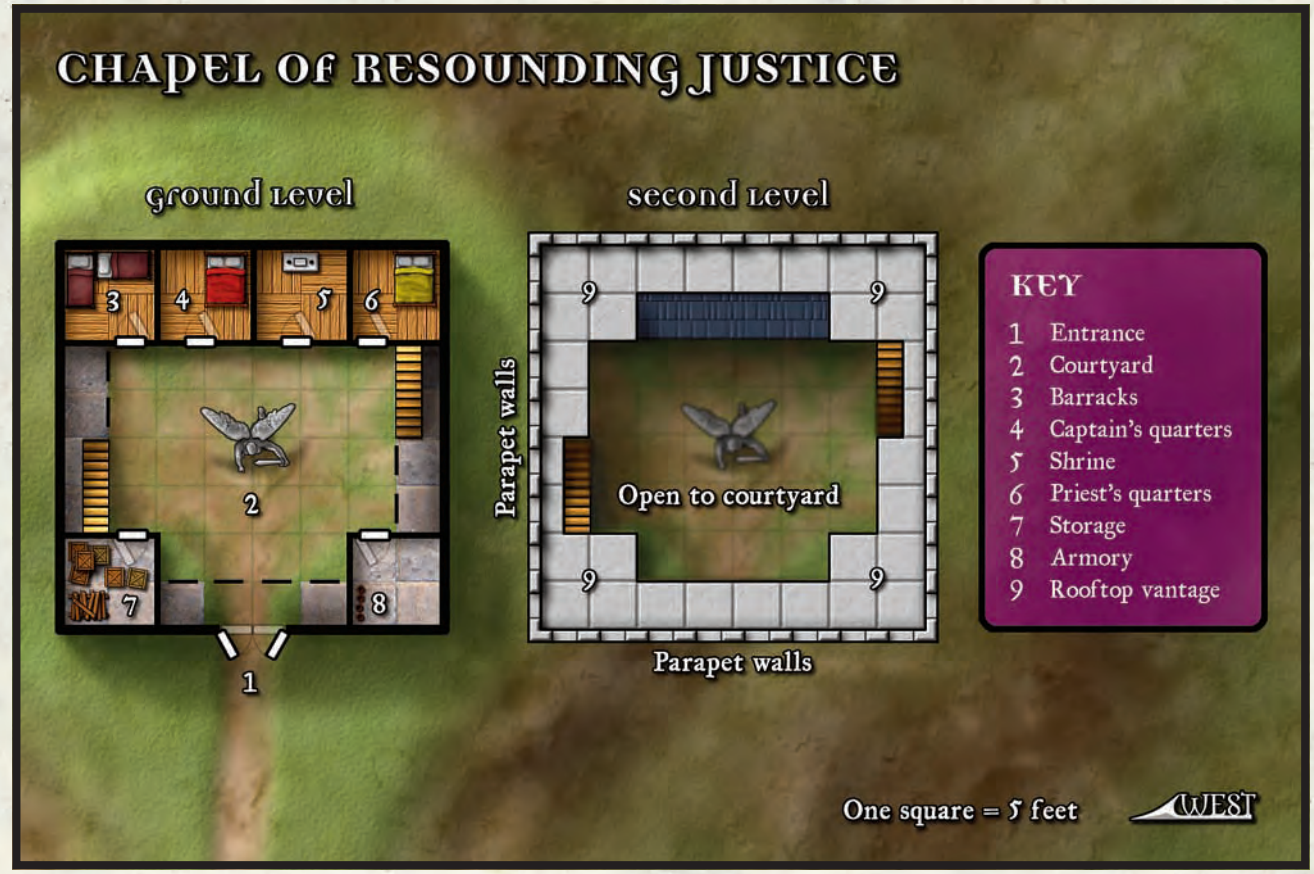
This simple barracks holds two double bunk beds for the chapel's normal contingent of guards (human or half-elf fighter 2). They are armed with longswords and shortbows and wear chainmail and large steel shields when on duty. Other than their armaments they carry little, seeing no need to drag material goods to this site where they lead simple lives serving Tyr in an honorable duty.

4. Captain's Quarters

Traditionally the captain of the chapel is a paladin of Tyr. In recent years the captain has been Randal Whytstone (LG male aasimar paladin 4 of Tyr), raised as a foundling by the Tyrran temple in Selgaunt.

5. Shrine

While residents and visitors often pray at the feet of the statue, actual worship and giving of offerings takes place in this small room set aside as a shrine to the god of justice.



6. Priest's Quarters

The chapel normally has a cleric on duty for religious services and magical support. The current resident priest is Miri Buckman (LG female human cleric 4 of Tyr), whose parents fled Tethyr during the Interregnum.

7. Storage

This room holds enough dry goods to support the six permanent residents for several weeks, and enough water for a week.

8. Armory

Just in case they need to arm an influx of defenders against a siege, this armor holds a dozen suits of chainmail, large wooden shields, shortbows, longswords, maces, and about two hundred arrows. Since the inhabitants of the chapel bring their own gear, this room is usually kept closed and is only inspected and inventoried once a tenday.

9. Rooftop Vantage

Because the ceilings of the rooms underneath these four points are 15 feet tall, the chest-high (to a human) parapet walls here are almost 20 feet from the ground. The parapets only circle the outside walls, allowing easy viewing to anywhere within the open area of the chapel. The parapets continue along the narrow walkways connecting the corner landings.

Cullrin Fields

On a lonely, windswept plain, the ruins of an ancient structure slowly vanish beneath the shifting soil and the tall grasses of a single hill. But a few sun-bleached columns still jut up from a cracking foundation, defying time. Around the ruins, neat and orderly mounds protect them, angled like spear points out toward the open field beyond. This is Cullrin Fields, an ancient battle site in the Shaar that still holds the haunting memories of its long-dead soldiers.

History

In the Year of Spoiled Splendors (211 DR), a tribe of humans known as the Arkaiuns faced an onslaught of Untheric and Mulhorandi armies against their city of Shandaular, where the present-day Council Hills sit in the middle of the Eastern Shaar. In an effort to repel the invading armies, the Arkaiuns built numerous outlying fortifications away from their city, where they hoped to be able to repel their northern enemies. Cullrin Fields is the remains of one such outpost.

The Arkaiun army at Cullrin Fields was outnumbered and overmatched, and the outcome was truly never in doubt. But the Arkaiuns knew this before they even arrayed for battle. Their job was not to win, but to delay the enemy until the people of Shandaular could retreat. The Arkaiuns took their positions

behind the earthen ramparts, bows and spear gleaming in the sun. Their battle-wizards flung spells at the advancing ranks of Untheric and Mulhorandi soldiers as the call of the clarions and the pipers inspired the Arkaiuns to hold their positions.

The soldiers defending their homeland fought valiantly but were soon overwhelmed. The enemy from the north cut them down to a man as they fell back from their earthen ramparts, trying to make a final stand within the columned outpost. At the end of the day, the land was soaked in blood and the city of Shandaular was ripe for the taking. But the ghosts of the Arkaiun army would not be denied. Though they had been defeated in battle, they would not surrender—to death or to the enemy. Their spirits still haunt the ruins, ready to answer the call of the horns once more.

Game Effects

Whenever a bard character of good alignment is standing within the ruins (the shaded area 3 on the map) and uses his bardic music class ability to inspire courage, inspire greatness, or inspire heroics before a battle, he automatically summons a number of good-aligned ghosts (see the sample ghost on page 117 of the *Monster Manual*) that fight with him and his allies. The number of ghosts that appear is equal to twice the bard's class level. The ghosts remain until all the bard's enemies within 300 feet of the ruins are defeated or they are destroyed. A bard can summon ghosts in this fashion at this location once per month.

Keyed Locations

Refer to the accompanying map for each of the following points of interest at the battlefield and ruins.

1. Archery Redoubts

Each of these locations marked on the map is a defensive position protected by earthen mounds that come to a height of 4 feet. The sides of each mound facing away from the ruins are grass-covered slopes now, but during the original battle they had wooden stakes embedded in them. Now, incorporeal *ghost touch* stakes jut from each of the redoubts, further protecting the positions.

The mounds are treated as difficult terrain for the purpose of moving across or over them, coming from either direction. They are also considered low walls for the purpose of cover. It costs incorporeal creatures 4 squares of movement to pass over a redoubt, and they cannot run or charge over one.

2. Embankments

The ruins of the outpost were built on the side of a gently sloping hill, and the earth was reworked to create embankments, making it more difficult for enemies to assault the position. These embankments are treated as difficult terrain for the purpose of uphill movement only.

3. Ruins

What remains of the ruins of the Arkaiun outpost is overgrown with grass. A landslide from the north in ancient times, and the continued encroachment of the earth after that, have left the northern and westerm portion of the foundation covered in soil and vegetation. Some of the stone columns in the area that's still accessible have toppled and are now half-buried in the soil. Some patches of weather-worn white stone can be seen, with just a hint of markings on the various surfaces, but these are crude images worn away beyond recognition.

The column standing near the southwest corner of this area is actually a *runic marker* spell (see page 57) set to trigger if any creature of evil alignment steps upon the foundation of the ruins (the shaded area). The glyph portion of the marker deals sonic damage.

Darkmaiden's Leap

In the northern reaches of the High Forest, southeast of Everlund, is a small clearing bearing a large gray stone with a flat top bearing a single left footprint the size of a drow woman's foot. The clearing is free of undergrowth and is well trod with the passing of animal and humanoid footfalls. Many folk camp here, not knowing the site's significance but liking its access to moonlight and easily defensible position at the top of the rock. To those who know its power and history, the Darkmaiden's Leap is a sacred place to Eilistraee. Though a holy place to the drow, its guardians are usually wood elves, grudging allies of the area's good-aligned drow in service to the Dark Maiden. Depending on the time of year, visitors can find it empty or secretly watched.

History

For many centuries the stone bore no footprint and the area was known to the local people as Hastrin's Grayrock for an elf ranger who lived in the area and used the place as a waypoint and landmark for allies and visitors. It had no special powers and was unremarkable save that the clearing was large enough to permit sunlight and moonlight to reach the forest floor in this place.

In 1358 DR the Time of Troubles shook the world, and many dark elves fled their cities for a time in the wake of wild magic,

Planar Touchstones

Planar touchstones are special locations first described in *Planar Handbook*. Usually they are on other planes, but some have been found on the Material Plane that holds Faerûn. Canny travelers can attune themselves to one or more planar touchstones by using the Planar Touchstone feat (see *Planar Handbook*). Doing this gives a character a minor ability relating to that touchstone.

If the proper triggering conditions are met at the site of a touchstone (usually involving a ritual or sacrifice appropriate to the site or its creator), the traveler with the Planar Touchstone feat gains a more powerful ability that has a limited number of uses. The traveler can continue to return to any touchstone and reattune herself as often as she wants, as long as she performs the necessary recharging condition; doing this resets her number of uses of that touchstone's major ability to the default amount indicated for the touchstone. A traveler cannot increase her number of uses of a touchstone's major ability beyond this maximum by repeat visits; each visit returns her number of uses to the default amount and no greater. There is no limit to the number of characters who can benefit from a touchstone's minor and major powers as long as they each take the Planar Touchstone feat.

A planar touchstone is usually an encounter site, since like-minded people gather there to protect the site from despoilers or hoard its powers for themselves. New visitors to a touchstone must battle or negotiate with any current residents, which may or may not be there if the traveler returns at a later date.

Initial Encounter: Roll on the Darkmaiden's Leap encounter table when the characters visit the site for the first time, or for the first time in over a year. The wood elf scouts are suspicious of everyone but more inclined to accept elves and half-elves. The drow pilgrims are most likely visitors from the Promenade. The drow raiders are non-Eilistraeean drow investigating drow appearances in the area. The treant behaves much like the wood elves.

Darkmaiden's Leap Encounters (EL 7)

d%	Encounter
01–30	8 1st-level wood elf scouts
31–45	4 3rd-level drow pilgrims
46–55	6 1st-level drow raiders
56–70	3 owlbears
71–90	8 1st-level orc raiders
91–100	1 treant (EL 8)

Subsequent Encounters: Once the characters clear out the area or make peace with its guardians, on subsequent visits the chance of an encounter is 50%. If the PCs fail to visit the Leap for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain low-light vision and a +2 bonus on Perform (dance) checks.

Recharge Condition: Perform a joyous dance for an hour in the moonlight (half-moon or more).

Higher-Order Ability: Once per day you can cast *moon blade* as though you were a cleric of your character level.

Higher-Order Uses: 5.

battling avatars, and with house wars unrestrained by the threat of opposing clerics. A group of such drow were driven far from home by angry monsters and encounters with larger forces that whittled their numbers to just thirteen. Disoriented and lacking anywhere else to go until the world settled on its foundations again, the drow followed the tunnel until it reached a wall of vines blocking entry to a larger area. Cutting through the vines, the dark elves found themselves on the surface world, unable to see the bright moon overhead because of the dense foliage. Hearing music, they investigated and found an old drow woman dancing at Hastrin's Grayrock, music coming out of the air itself with no obvious source.

Surprised and confused, the dark elves watched the old woman dance, fatigue and years marring the smoothness of her intended movements. As the woman danced, she began to grow younger, gaining strength and suppleness, and slowly a vision of another drow woman, beautiful and ever young, appeared above the rock, leaping, singing, and shining with a great light. The first woman continued her dance upon the rock, and when she became as young as one who had just reached adulthood she began to fade away, still dancing with joy. The shining woman turned her attention to the Underdark drow, and her visage hearkened their hearts back to something ancient in their blood, a time before Lolth's corruption of their flesh and minds. They understood that they beheld a goddess, not someone terrible to be feared, but strong and loving and beautiful in a way that the Spider Queen could never be.

In their hearts they converted to the worship of the Dark Maiden. Casting off their armor, they danced with her, and while they danced she spoke to them of other good drow, of safe places, and their constant fight against Lolth. They told her they wanted to live and die in her service, and she transported them to a safe place outside the Promenade, her temple near Skullport. Nine of these drow are still alive today serving Qilue at the Promenade; they try to return to Darkmaiden's Leap once a year to pray and dance (it was on their first such return trip that they found her footprint at the top of the rock).

A few years later the drow found a small troop of wood elves at the site, surrounded by a large number of orcs from the Spine of the World. The drow aided the wood elves and managed (in broken Common) to establish a truce without any bloodshed between elfkind. Now the wood elves watch over the site for the drow, who use a set of hand signals to show they serve Eilistraee rather than one of the evil drow deities (though dancing in the moonlight is usually the first indicator of who they are). The wood elves don't necessarily like the drow, but see that they aren't despoiling the forest or waging war on its non-evil creatures, so they tolerate the arrangement.

Game Effects

Eilistraee's magic lingers in this place, giving it three special powers that affect creatures within the clearing or touching

the rock. First, divine spellcasters who worship Lolth take a –1 penalty to their caster level (minimum 1st). Second, all creatures in the area gain low-light vision (the range of this improved vision extends beyond the edge of the clearing as long as the creature remains within the clearing). Third, any drow who visits this place for 1 hour or more can change to good alignment and the worship of Eilistraee without penalty, as described in the *atonement* spell description and on page 232 of the *Forgotten Realms Campaign Setting;* undergoing this change fulfills the requirement of performing a quest for Eilistraee.

Darkmaiden's Leap is a planar touchstone, giving extra powers to characters who know how to attune themselves to such sites (see the sidebar for more information on planar touchstones and the effects of this particular touchstone).

The stone is the location of two keyed *portals.* The first is a two-way *portal* that connects this area with a small side cavern near the Promenade; the key is a drow casting a *moonbeam* spell. The second *portal* is one-way, and leads to Eilistraee's realm in the plane of Arvandor; the key is a drow casting a *moon path* spell. When either *portal* is activated, the stone becomes the window of the *portal* and the *portal* glows (silver for the Promenade *portal,* green and silver for the Arvandor *portal*).

Keyed Locations

Refer to the accompanying map for each of the following points of interest within the clearing.

1. Leaping Rock

This rock is 5 feet in diameter and about 6 feet tall, flat at the top and easy to stand on without risk of falling. There is only enough room at the top to hold one Medium creature comfortably. Two Small or Medium characters can occupy the rock at the same time, but neither of them can move freely enough to engage in combat until one of them leaves the rock. Any creature on the rock has line of sight to all creatures in the clearing.

2. Clearing

Though the trees in the vicinity of the Leaping Rock are as tall as any others in the High Forest, the upper branches of these trees have not grown out and over the clearing. Because of this, creatures in the clearing (roughly a 20-foot-radius area around the Leaping Rock) have an open view of the sky, and when the moon shines at night the entire glade is illuminated with silvery radiance.

3. Secret Tree Blind

This large tree contains a simple wood platform built by the wood elves. Because of careful pruning of the trees to the northwest, a creature on the platform can see the Leaping Rock and the 5-foot-radius area around it. The wood elves use this platform to watch over the rock, and if they see strangers visiting the clearing, the lone scout stationed here runs to gather allies for a confrontation (resulting in the wood elf encounter described above).

Mholor Durinhal

Along one out-of-the-way passage running through the deep halls of the Great Rift is a smaller side passage that seems almost out of place. Nothing marks the tunnel as significant—no carvings or signposts, no great valve or heavy portcullis to seal it off. Any folk choosing to follow the tunnel quickly find themselves on a narrow unadorned causeway crossing the middle of a great, yawning chasm. Overhead, down below, and to either side, blackness stretches away seemingly forever. The only indication that the bridge actually goes somewhere is straight ahead, where a towering, flat-topped outcropping of rock juts up. This is Mholor Durinhal, a most sacred shrine to Clangeddin Silverbeard.

History

Mholor Durinhal sits in the middle of a great chasm that joins the upper reaches of the Underdark to the lowest levels of the Great Rift's subterranean passages. If one were to survive the fall from the oval-shaped platform to the bottom of the chasm some 1,700 feet below, one would discover numerous passages and routes leading even further down into the bowels of the earth. The far side and the ceiling of the natural fissure are both too distant to be seen by any normal means.

According to certain gold dwarf historical annals, the spit of rock jutting out into the yawning blackness once looked very different. At one time, the approach to the point was broad and flat. But the histories say a great paladin of Clangeddin Silverbeard named Felskal Frostdelve of the Misty Caverns made a valiant final stand on that point against a swarming horde of foul trolls that had invaded from the depths below.

The histories only reveal that Felskal fell in battle, but the legends claim that he held his ground for four days while a practically endless stream of the nasty beasts clawed and clambered up the sides of the outcropping of rock, trying to reach the embattled dwarf. For four days, Felskal held them back, sending the trolls tumbling over the sides time and time again. But there seemed to be no stopping them. They amassed for one last surge, hoping to overwhelm the dwarf once and for all.

Feeling his strength giving out and knowing his doom was at last upon him, Felskal called on Clangeddin to lend him one last bit of divine power. The Rock of Battle granted Felskal's request, and with that final surge of energy, the mighty dwarf hero slammed his twin axes into the very rock, embedding them there. With that last supreme effort, Felskal's heart gave out, but the blows were so profound that a great cacophony of metal ringing on stone erupted all around the fallen dwarf. The sound shook the entire cavern, and fissures formed in the outcropping. Just as

the swarm of trolls closed in around Felskal's body, celebrating their victory, the sides of the outcropping sheared away, taking the trolls with them in a deadly tumble of stone shards.

The only thing remaining was a narrow jut of stone, a pinnacle that held Felskal's body aloft, out of harm's reach. The fallen hero's remains were never recovered; the legends say that Clangeddin appeared on that point himself to gather his noble servant and take him to his final rest. The axes, however, are another story. They were left behind, jutting from the stone, as a testament to Felskal's courage and relentless determination.

Afterward, the gold dwarves constructed the causeway and stairs to connect their halls with the point of rock where the axes rest. Clangeddin's clergy came and consecrated the area and pronounced that the site was holy to the Father of Battle. It was made into a shrine dedicated to the deity.

Game Effects

Though Clangeddin is a god of battle, he views the shrine as a place for quietude, a place where dwarves should come to reflect upon battles fought and battles yet to come. Thus, anyone standing upon any portion of the bridge and stairs, as well as at the shrine itself, is treated as under an effect similar to that of a *sanctuary* spell. Such an individual cannot attempt to strike or otherwise directly attack another creature, even with a targeted spell, unless he succeeds on a DC 25 Will save. If the save fails, he can't follow through with the attack, that part of his turn is lost, and he can't directly attack the warded creature so long as he remains in the affected area. Unlike a normal *sanctuary* spell, this effect does not permit any attacks by area or effect spells. However, subjects can use nonattack spells or otherwise act.

Keyed Locations

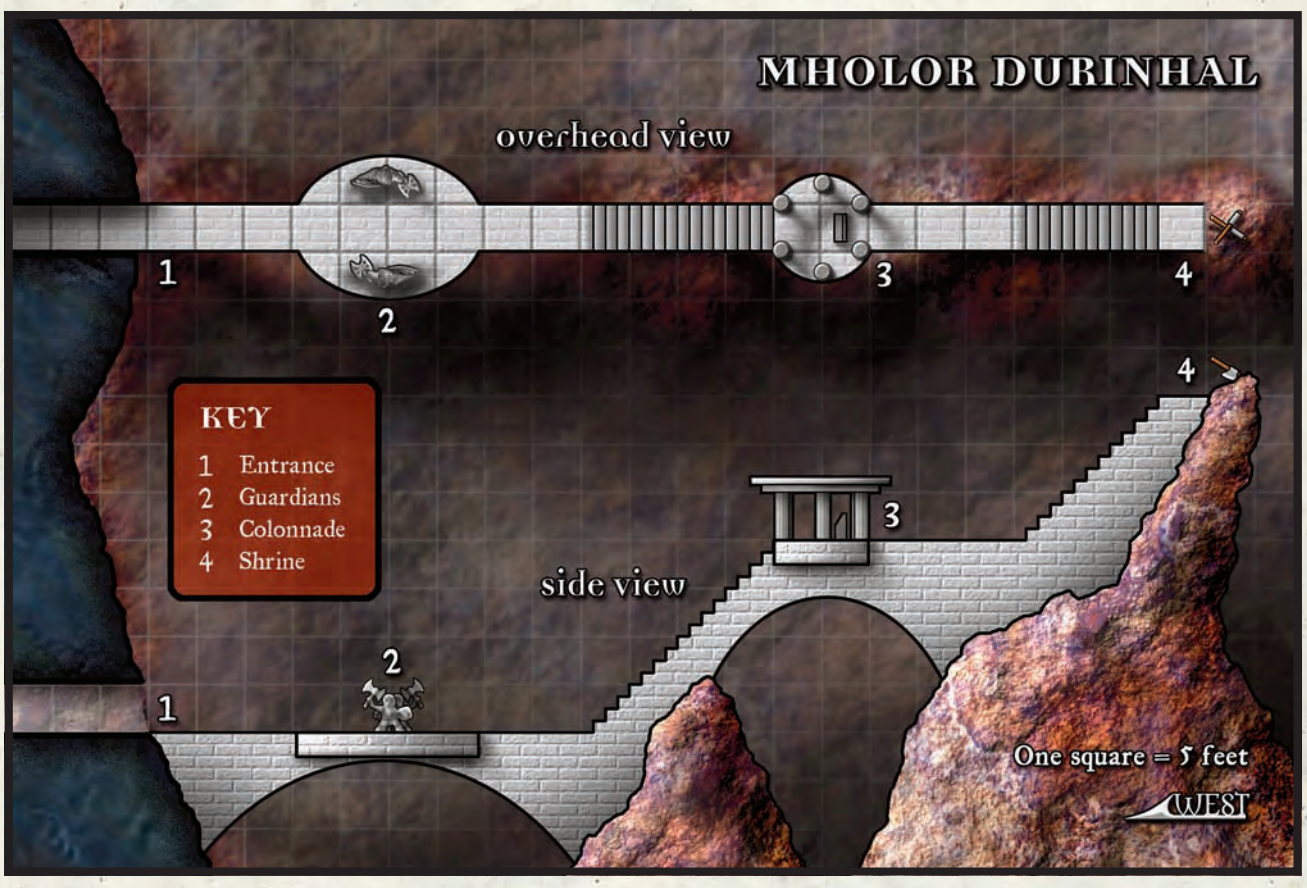
Refer to the accompanying map for each of the following points of interest along the causeway and at the shrine.

1. Entrance

At this point, the tunnel leading from the main passage within the depths of the Great Rift ceases, opening into the chasm. The path leads onto the first bridge, which is only 5 feet wide and without railings. The open darkness is oppressively silent, expanding out in every direction—above, ahead, and out and down to either side. Ahead, torches flicker from a wider point along the bridge (area 2).

2. Guardians

At this point along the bridge, the path widens to a circular area 15 feet in diameter. Unlike the bridge itself, this portion has a banister encircling it, and torches are set into the railing every 5



feet. Two statues of dwarf warriors stand watch, flanking the path that runs down the center of the circle. The statues are actually battle effigies (see page 153) placed here to ward the route. They have been instructed to attack any creatures that have an alignment other than lawful good, lawful neutral, or neutral good that attempt to pass between them. They can sense such a creature's approach and are considered to have readied an action to move to intercept. They are not affected by the *sanctuary*-like conditions of the shrine. They have been constructed with maximum hit points.

Battle Effigies (2): hp 90 each.

3. Colonnade

After ascending the first set of stairs, visitors pass through a circular colonnade. In the center of the floor of this rotunda sits a slab of stone bearing an adamantine plaque. The plaque is inscribed in Thorass runes and reads in Dwarven, "Before you lies a place of glory and valor, for in Clangeddin Silverbeard's name, Felskal Frostdelve of the Misty Caverns went to his rest having acquitted himself in fine fashion. May he forever be remembered as hero and trollbane."

4. Shrine

At the top of the final staircase is a small platform of worked stone. Just beyond it, a narrow shard of natural stone juts up slightly. Embedded in that shard of stone are two fine battleaxes, each made of polished steel and etched with runes. The runes proclaim in Dwarven that the weapons belong to Feldrir, son of Felmir the Bold, of the Frostdelve clan of the Misty Caverns. The handles of the axes are crossed about halfway down their length, with the heads pointing away from the viewer. They are polished to a bright sheen because of the constant buffing they receive from those who caress them during visits.

The blades bite deeply into the stone, and a DC 50 Strength check would be required to remove one of them. However, anyone attempting such an act will suddenly find himself facing off against a pair of shimmering, glowing battleaxes that hover in midair and immediately attack. These are the results of two *spiritual weapon* spells, each with the following attack and damage figures:

Spiritual Battleaxes (2): +30/+25/+20/+15 (1d8+5/×3 of force damage)

The twin axes attack each round until the offender is either dead or has left the causeway, at which point they wink out, ready to appear again. Simply touching the real axes does not trigger the *spiritual weapon* effect—the offender must actually attempt a Strength check to pull one of the axes free.

A *legend lore* spell cast upon the axes reveals that most of the legend of Felskal Frostdelve is true, and also that the axes were a matching pair of *+3 mighty cleaving giantbane battleaxes*. The magic of the weapons dissipated when they were driven into the stone, though, and they are completely inert now.

Any dwarf who has Clangeddin Silverbeard as his patron deity and who prays at the shrine for 5 minutes receives the benefit of an *aid* spell for 24 hours afterward, gaining a +1 morale bonus on attack rolls and on saving throws against fear effects. This effect can be renewed once every tenday.

Teumyshaaril

In the heart of the High Forest, near the ancient elven tree-city of Teuveamanthaar, a great oak broods, sheltering the forest floor and even the other trees of the forest beneath its massive canopy. The trunk of this great tree is as wide as a small hamlet, and its crown soars as high as a hilltop. Hidden inside is Teumyshaaril, an ancient temple dedicated to Rillifane Rallathil. Though the elves who created it disappeared with the coming of the darkness from Hellgate Keep, the druids of Tall Trees have maintained it as a site sacred to the Leaflord ever since. Now, with the return of the elves, the temple may see steady use once more.

History

Teumyshaaril was originally a natural fissure in the great tree, a scar from its earliest days, from long before the elves ever found it. The scar became diseased, and the disease invited pests, giant wood-boring beetles that began to eat the tree from the inside out. When the moon elves from nearby Teuveamanthaar of Eaerlann discovered its sickly condition, they quickly eradicated the pests and disease, but instead of healing the scar, they learned from divine insight that the tree was sacred to Rillifane Rallathil and that it should become a shrine dedicated to the Leaflord. They began to widen the wound, lovingly cutting and shaping the wood in such a way that they actually strengthened the living tissue, completely cutting away the taint left over from the blights that had afflicted it. When they were done, it became a holy site, preserved and protected by their magic. The shrine was a magnificent thing, carved entirely from the wood itself, with no additional materials necessary to form or furnish it.

The elves did this millennia ago, at the height of their empire, when Teuveamanthaar blossomed, long before the fall of Hellgate keep. They made the temple a blessed place, filled with magical warmth and joy, an inspiration to all who entered with a love of the woods in their heart. The script that covers the walls make up the teachings of Rillifane, parables and dogma, insight and prayer.

When Ascalhorn fell and the demons inside poured forth, the elves knew that Teuveamanthaar's days were numbered. Not wishing to see their temple defiled by the fiends, the elf clergy spoke to the tree, asking it to seal the entrance to the temple, to hide it away from all who would bring it harm. The great tree complied, shifting its bark ever so slightly so that the passage was shut and the temple locked away.

It was only years later that the druids of Tall Trees (see page 75) discovered the shrine. They had sensed for some time that there was something special about the giant oak. The temple's magic called to them, but they did not understand the significance of the sight until Turlang, the great treant and their ally, aided them in coaxing the tree to open up once more. Inside, they discovered not only the holy site, but also a number of ancient Eaerlanni artifacts that had been hidden away inside the temple for safekeeping. The druids kept those treasures inside the temple until the elves began to return.

Game Effects

There are a number of powerful divine magical forces in effect upon and with the tree, as well as a handful of other features present.

To begin with, an area centered on the heart of the tree and projecting in a radius 15 feet beyond its outer bark provides a series of effects similar to those of a *holy aura* spell. First, all good creatures within the affected area gain a +4 deflection bonus to AC and a +4 resistance bonus on all saves. These benefits apply to all attacks, not just attacks from evil creatures. Furthermore, any creature warded by the effect gains spell resistance 25, against all evil spells and spells cast by evil creatures. Third, all types of protection and mental influence are blocked, as per the *protection from evil* spell. Lastly, if any evil creature succeeds on an attack against another creature inside the protected area, that offender suffers is blindced as by the *blindness/deafness* spell (Fortitude DC 22 negates). The tree itself is protected by these same defenses.

Keyed Locations

Refer to the accompanying map for each of the following points of interest within the tree-temple.

A band of heroes in the cathedral of Teumyshaaril

1. Entrance

Near the base of the tree, where gargantuan roots spread from the trunk and vanish into the soil, a small tunnel hollowed out of the thick underbrush disappears into the wood. It is nestled in a small hollow of the great tree and obscured by low foliage that blankets the loamy earth all around the base of the trunk. The tunnel is difficult to see from a distance for anyone not already aware of its presence; anyone approaching to within 20 feet of the entrance can attempt a DC 20 Spot check to discover the opening. Anyone who moves to within 5 feet of the entrance spots the opening automatically.

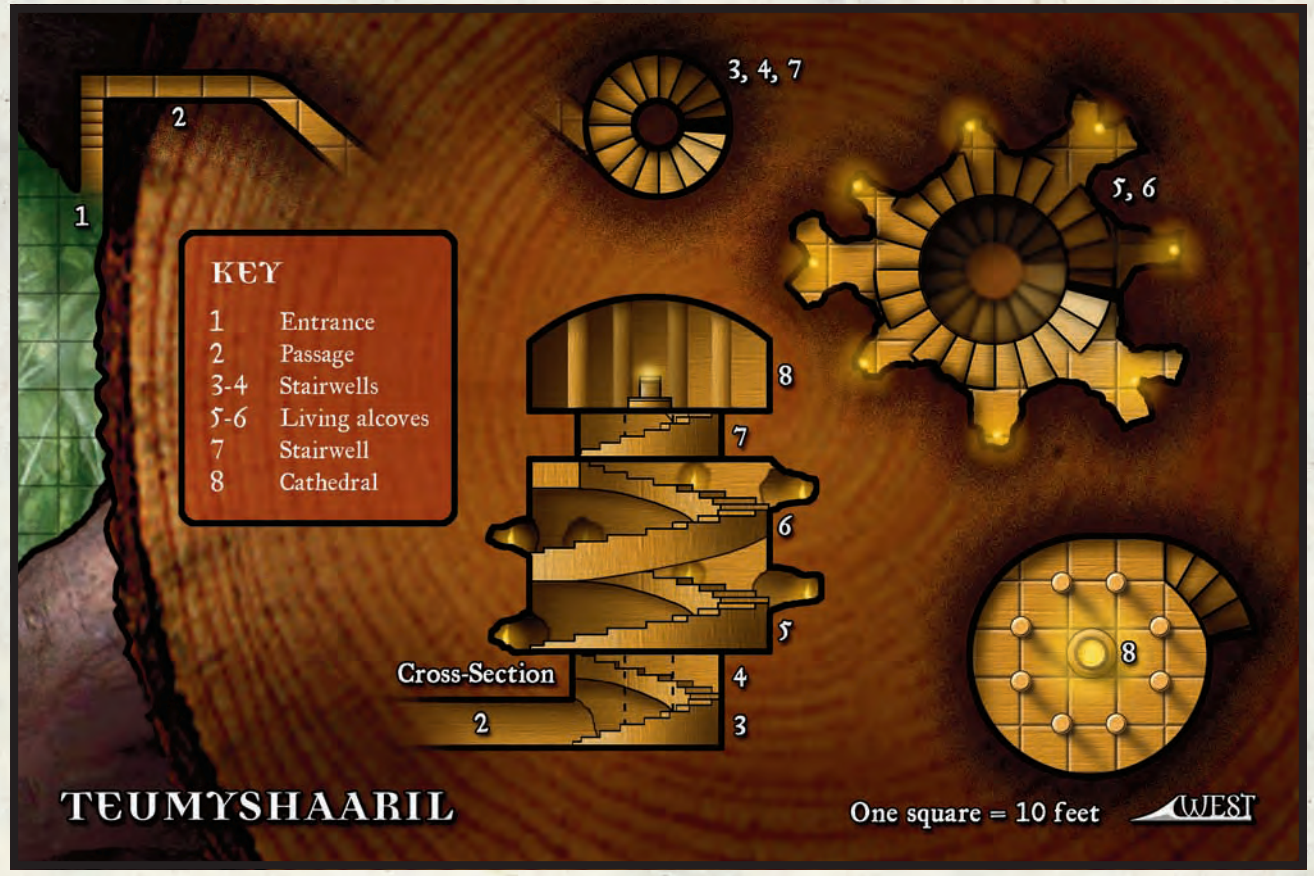
2. Passage

The wood inside the tunnel has been lovingly shaped and worn to a golden color; clearly, this passageway is not simply a scar in the wood. Four steps lead down at the entrance before the passage turns to head more directly into the center of the tree. The passage is narrow, only 5 feet across and half again as high, with a rounded arch forming the ceiling. The wood that forms the inner walls of the passage and the chambers beyond has been treated with both magical and mundane hardeners so that the first 2 feet of its thickness is equivalent to stone in terms of hardness and hit points. The walls of the tunnel are perfectly smooth, polished and finished to a glossy sheen.

3–4. Stairwells

Perhaps one hundred fifty paces in and after a couple of turns, light becomes evident deeper down the passage. The tunnel penetrates the tree to its heart, where it becomes a winding staircase leading up. Small alcoves positioned along the outer circle of the spiral stairs glow warmly with

Illustration by William O'Connor



the light of cool, smokeless torches (*everburning torches*). The staircase winds for two complete turns (areas 3 and 4), then rises from the floor of area 5.

5–6. Living Alcoves

This larger chamber is open and soaring, with more light illuminating the entire place. A winding staircase follows the outer wall of this tall, elegant room, rising up with a balcony to protect it on the inner side. All along the stairway, set into the outwall, are a series of alcoves. The alcoves have been sculpted to seem like the insides of tree branches, large enough for any elf to walk inside and stand easily within. The walls of these alcoves have been finely etched with ancient script and panoramic imagery. The script is Espruar and in the language of the moon elves. The images are woodland settings, glades and meadows or deep forested hollows filled with joyful, laughing, frolicking beasts and fey creatures. A sense of peace and serenity permeates the place.

7. Stairwell

This winding staircase is similar to areas 3 and 4, joining area 6 with area 8.

8. Cathedral

The stairs finally end in another chamber, a circular cathedral of sorts. Again, the outer wall is completely decorated with ancient elven texts and imagery, while a set of columns surround the central portion, where a raised font rests. The entirety of the place is softly lit by more of the magical smokeless torches, set in rings about each column. The entire chamber seems to pulse with a soft light that comes from everywhere and nowhere. The raised font has a depression in the center surrounded by raised sides. It is filled with a warm amber liquid, the source of the light. More of the honey-brown stuff seeps from a narrow fissure in the ceiling and drips down into the pool—sap from the very heart of the tree.

The sap is highly magical. Somehow, the tree never seeps more sap than is needed to fill the basin. The sap itself seems to glow with an inner illumination. Any person of good alignment who tastes the sap finds it to be sweet like honey; furthermore, for 24 hours afterward, that person is considered to be the recipient of a *barkskin* spell as if cast by a 12th-level druid (and granting a +5 enhancement bonus to natural armor). The benefit of this effect can be gained once per week.

Any weapon dipped in the tree sap gains the merciful special ability for 24 hours (it deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage). The weapon is not otherwise considered magical for the purpose of overcoming damage reduction. This weapon effect can be renewed once every week, as well.

Any sap removed from the temple loses its luster as well as its magical properties.

The Weeping Garden

From time to time, those in the service of Ilmater find themselves overwhelmed by foes or a multitude of sufferers too vast to effectively aid. When such a crisis occurs to dedicated knights, priests, and other truly devout followers of the Crying God, they sometimes find themselves on the receiving end of succor. Ilmater has been known to provide sanctuary during truly dire circumstances, inviting his most selfless and earnest servants into his private garden. Those who visit never forget the Weeping Garden of Ilmater.

History

The history of this particular form of Ilmater's benevolence is sketchy at best, for no one knows how long the Broken God has permitted select followers to wander into his private garden. Furthermore, few who are blessed enough to visit the garden admit it openly afterward, though those who do often speak of it only in hushed tones to dear companions, claiming that a sense of privacy seems to pervade their memories of the place. The only facts that everyone seems fairly certain of are that Ilmater himself is the only one who can allow access to the garden, and that the garden is located within the Hall of the Triad. Some of the legends actually claim that paths lead from the garden to other parts of the Triad's home plane, though these assertions have yet to be substantiated by anyone who actually traveled there.

Game Effects

Being welcomed into the Weeping Garden is both a great honor and a weighty responsibility, and Ilmater does not choose among his faithful lightly. Only those who demonstrate ultimate selflessness on his behalf are granted such a boon. Such acts might include defending a group of helpless folk against an overwhelming host, exhausting oneself and all of one's magic trying to provide aid to plague victims, confronting superior servants of Loviatar regardless of the peril, or perhaps pursuing a just cause of kindness across half of Faerûn without regard to one's personal safety or advancement. Receiving an invitation to the Weeping Garden should always be as a result of game play rather than random chance, and should never occur more than once in a character's life.

Arrival within the garden occurs as the result of a temporary *portal* appearing in the characters' midst. Regardless of the actual surroundings, the *portal* takes the form of a simple garden path framed by a hedge that grows up and over the top of the route. The path disappears through the hedge-gate and vanishes into a thick mist, but warm, inviting light, as if from the late afternoon sun, makes the mist glow. This *portal* entrance might appear in the depths of the Underdark, in the middle of a gloomy swamp, or along a treacherous and narrow mountain trail heading over a pass. It is up to the characters to decide whether to step through or not. Once one chooses to do so, all her companions find themselves on the path, their former surroundings vanished.

The garden is a place of ultimate assuagement and serenity, and anyone arriving instantly understands that she is safe while there. Though she might have just left some disastrous peril only moments before, a guest of Ilmater intuitively knows that this side journey is all a part of the greater good. The exact details of the visit may not yet be clear, but visitors always recognize that all is as it should be upon arrival.

The conditions within the garden are perfect. The temperature is balmy, and a gentle zephyr languidly rustles the leaves on the trees and bushes within. It is a sunny day with blue skies beyond the hedges, but the light is dappled rather than harsh. It is a perfect recipe for a lazy afternoon nap.

At least one guest in a group will always have Ilmater as her patron deity, but her companions may be welcomed into the garden as well. Usually, this occurs when the entire group has acted benevolently in aid of the servant of the Crying God. Rarely does Ilmater separate his followers from their companions, so if one of his own is accompanied by those not worthy of a visit to the garden, none of them receive an invitation.

For the duration of the guests' stay, all spells and abilities they possess are treated as functioning at two levels higher than the character's actual level; for characters who have Ilmater as their patron deity, these spells and abilities function at three levels higher. This benefit pertains only to spells and abilities that are in keeping with Ilmater's doctrines and beliefs. Should anyone attempt to cast spells or use abilities that are in opposition to Ilmater's agenda, the entire group is instantly and irrevocably ejected.

Assuming the characters are not forcibly removed from the garden for violating its tenets while there, when they do leave, they gain the benefits of a *greater heroism* spell as if cast by a 20th-level cleric, as well as spell resistance 10. Thus, each character gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 20 temporary hit points, Both of these effects last for 12 hours (rather than the normal duration given in the spell description).

Furthermore, time passes differently in the garden than on the Material Plane. No matter how long his guests choose to remain within the garden, the moment they venture past the misty gateways (see area 1 of the map), they find themselves back where they were before, with no time having past—and hopefully well rested and rejuvenated for the coming trials.

Keyed Locations

Refer to the accompanying map for each of the following points of interest within the garden.

1. Entrances

A high, thick hedge forms a barrier around the perimeter of the garden, rising 10 feet above the grassy ground. There are four gaps in this hedge, one at each of the cardinal points of the compass, squarely in the middle of each "wall" of hedge, which rises into

an arch across the top of the path, forming a gate. These four gaps are filled with mist that is impenetrable to the eye and rises to the same height as the hedge. Beyond the hedge, visitors can see the cloudless blue sky, though if they attempt to peek over in some fashion, all they spot at eye level downward is more mist stretching on forever, as though the garden sat at the very top of the highest mountain peak and the whole rest of the world was hidden beneath a solid cloud covering.

A soft, loamy path emerges from the mist at each location, and it is from here that visitors first arrive within the garden's confines. When a visitor chooses to pass through a hedge-gate a second time, attempting to leave the garden, she finds that the path takes her back to where she had been before, and the route to the garden has disappeared behind her. Regardless of which path she chooses, she almost always returns to the Material Plane at the same spot she left it. On some extremely rare occasions, one or more of the paths may instead clear of mists and lead characters to other parts of the House of the Triad.

2. Statues of Lamentation

A set of eight statues forms a circle around the center of the garden here. Each one is made of white marble veined in blue and depicts a human figure. Half the statues are male and half female, with alternating genders along the compass points. Each figure is of a common person, simple folk in simple garb, and each one weeps real tears, which cascade down their faces to fall to the path at their feet.

3. Central Pool

In the center of the garden is a pool and fountain. The fountain is simplistic, an upward spray without ornamentation, but the water is sweet and pure. Anyone who drinks it immediately senses its magical powers, understanding that, to gain the full effects, he or she must also eat from the fruit of the trees (area 4). A character gains no other direct benefit from the water except a pleasant quenching of thirst. When taken together, the fruit and the water provide the benefit of a *heroes' feast* spell as if cast by a 20th-level cleric.

4. Fruit Trees

A large, healthy fruit tree is positioned in each of the four corners of the garden. No single kind of fruit grows upon any given tree, however. Instead, each tree provides whatever fruit may be most desired by any character, so that the trees' branches are laden with a visual cornucopia of different fruits. Anyone taking even one bite of this fruit immediately senses its magical powers, understanding that, to gain the full effects, he or she must also drink from the pool (area 3). A character gains no other direct benefit from the water except a healthy meal. When taken together, the fruit and the water provide the benefit of a *heroes' feast* spell as if cast by a 20th-level cleric.

Agents of Good

This chapter is intended more for the DM than for the players, because it describes several NPCs and monsters that the DM might want to incorporate into an existing campaign. The NPCs and monsters presented herein were designed to serve as allies, cohorts, mounts, and animal companions for valorous heroes. A DM can also file the names off these characters and creatures and use their statistics to represent other characters and creatures in the campaign.

NPCs

The following nonplayer characters make excellent contacts and cohorts for valorous heroes.

Bakra Hispul

Found separated from his tribe and wandering alone as a child, this ogre was taken in by the druids of Tall Trees to be raised rather than killed. The woodfolk soon discovered the likely cause of the child's separation when his first temper tantrum revealed his lycanthropy; he transformed into a hulking dire bear. After calming the creature enough to avoid harm coming to either party, the druids attempted to cure him. They discovered that he was a natural lycanthrope and could not be freed from the condition, so they chose to help him make the best of it. His name means "Bear-man of the wood" in the language of the druids.

As he grew older, Bakra learned the ways of the forest and of the balance of nature. But despite the druids' efforts, he was too restless to remain within the community at all times, so they began to provide him with the more martial skills he would need to become a ranger. Finding the life of a lone woodsman much more to his liking, Bakra excelled at tracking and survival in the forest. When a pair of druid companions were slain by fey'ri during a journey to another part of the High Forest, Bakra dedicated himself to opposing the daemonfey, and has actively worked against them ever since.

Bakra Hispul

Illustration by Warren Mahy

Bakra has adopted many of the qualities of his animal side in his manner, dress, and physical description. His hair is shaggy and brown, and he wears a thick beard that almost completely covers his face. He prefers little clothing, wearing only a pair of buckskin breeches and a fur-lined cloak when it's cold. He is very gentle by nature, but when his anger is roused, he becomes as grumpy as a bear, roaring challenges to his foes as he rears up, brandishing his twin axes menacingly. To those he calls friend, Bakra is a steadfast and trustworthy companion, but to his enemies, the werebear is a formidable foe.

Bakra is frequently found near Teumyshaaril (see page 137). He makes his home in a cave in the vicinity and considers the shrine to be his personal responsibility, guarding it against anyone who would consider defiling it. Along with his brown bear companion, Bakra appears from the depths of the forest to challenge anyone he does not know who approaches the shrine.

Bakra Hispul (ogre form) CR 13

Male ogre dire werebear ranger 6
LG Large giant (shapechanger)
Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +12, Spot +12
Languages Common

AC 22, touch 11, flat-footed 22
hp 162 (22 HD)
Fort +23, **Ref** +16, **Will** +16

Speed 40 ft. (8 squares); Run
Melee *+1 keen battleaxe* +16/+11 (1d8+6/19–20/×3) or
Melee *+1 keen battleaxe* +16/+11 (1d8+6/19–20/×3) and *+1 shock battleaxe* +16/+11 (1d8+6 plus 1d6 electricity/×3) with Two-Weapon Fighting
Space 10 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +27
Atk Options Cleave, Power Attack, favored enemy daemonfey +4, favored enemy evil outsiders +2
Combat Gear *Keoghtom's ointment*
Ranger Spells Prepared (CL 3rd):
1st—*entangle, pass without trace*

Abilities Str 20, Dex 11, Con 12, Int 11, Wis 13, Cha 9
SQ alternate form, animal companion, bear empathy, link with companion, share spells, wild empathy +7 (+3 magical beasts)
Feats Alertness[B], Animal Affinity, Cleave, Endurance[B], Improved Two-Weapon Fighting[B], Iron Will[B], Power Attack, Run[B], Toughness, Track[B], Two-Weapon Fighting[B], Weapon Focus (battleaxe), Weapon Focus (claw)[B]
Skills Climb +14, Handle Animal +10, Heal +10, Hide +9, Jump +14, Knowledge (nature) +8, Listen +12, Move Silently +9, Spot +12, Survival +10 (+12 in aboveground natural surroundings), Swim +14
Possessions combat gear plus *+1 keen battleaxe, +1 shock battleaxe, bracers of armor +4, cloak of resistance +1, ring of protection +2*

Alternate Form (Su) Bakra is a natural lycanthrope that can take on both dire bear and hybrid forms.

Hook Shy and gentle until angered.

If Bakra assumes hybrid form, use the following changed statistics.

Init +1
AC 17, touch 10, flat-footed 16
hp 172; **DR** 10/silver
Fort +28, **Ref** +17
Melee *+1 keen battleaxe* +16/+11 (1d8+6/19–20/×3) or
Melee *+1 keen battleaxe* +16/+11 (1d8+6/19–20/×3) and *+1 shock battleaxe* +16/+11 (1d8+6 plus 1d6 electricity/×3) with Two-Weapon Fighting and bite +21 (1d8+8 plus curse of lycanthropy) or
Melee 2 claws +26 (1d6+16) and bite +21 (1d8+8 plus curse of lycanthropy)
Grp +37
Special Actions curse of lycanthropy
SQ cannot cast spells in hybrid form
Abilities Str 40, Dex 13, Con 20

Curse of Lycanthropy (Su) Victim of bite attack must make DC 15 Fort save or contract lycanthropy if Medium, Large, or Huge.

If Bakra assumes dire bear form, use the following changed statistics.

Init +1
AC 17, touch 10, flat-footed 16
hp 172; **DR** 10/silver
Fort +28, **Ref** +17
Melee 2 claws +26 (1d6+16) and bite +21 (1d8+8 plus curse of lycanthropy)
Grp +37
Atk Options improved grab on hit with claw attack
Special Actions curse of lycanthropy
Abilities Str 40, Dex 13, Con 20
SQ cannot cast spells in dire bear form

Curse of Lycanthropy (Su) Victim of bite attack must make DC 15 Fort save or contract lycanthropy if Medium, Large, or Huge.

Brown Bear Animal Companion CR —

N Large animal
Init +1; **Senses** low-light vision, scent; Listen +6, Spot +7

AC 18, touch 10, flat-footed 17
hp 64 (8 HD)
Resist evasion
Fort +10, **Ref** +8, **Will** +3

Speed 40 ft. (8 squares)
Melee 2 claws +14 (1d8+9) and bite +9 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +19
Atk Options improved grab on hit with claw attack

Abilities Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6
SQ 2 bonus tricks
Feats Endurance, Run, Track
Skills Listen +6, Spot +7, Swim +12

Brenvol Whitebrow

Brenvol is a loyal servant of Selûne and a proud member of the Fangshields (see page 78). His mother Brena is the alpha female of the White Pack, the gray-and white-furred good-aligned Selûnite lycanthropes of the Fangshields; his mother taught him the responsibilities of leadership, and most of the pack assumes he'll take over their group when his mother dies. He has spent his entire life in the wild and feels claustrophobic inside buildings (though not inside caves or other natural enclosed areas). Friendly and outgoing, he believes that he and his pack are proof that Selûne's light can shine on the hearts of all evil lycanthropes and turn them to good. A skilled hunter, he prides himself on his ability to track down any animal or evil lycanthrope. He is also a reasonably good cook, and often uses camp meals to get to know people better. Like all members of the White Pack, he believes that afflicting a creature with lycanthropy without its permission is abhorrent, and he takes care to kill any creature he bites to prevent an involuntary infection.

Brenvol ("Bren" to his friends) is in his early twenties, has graying hair lightened almost to white in some places by the sun (a trait many in his pack have), and a strong tan and ruddy cheeks. His nose is long, and his forehead is high. Built long and lean like a hungry wolf, he likes to ornament his clothing and weapons with custom-made silver coins stamped with Selûne's symbol. He wears studded leather armor and carries a shortbow and mace; many of his arrows are silver-tipped on the off chance he might meet an evil lycanthrope.

Brenvol is the Fangshields' liaison to the shapechangers of Faerûn, and with his speed, tracking skills, and personality he is often the contact person for new recruits. Brenvol has many friends among the Fangshields, and there are few who wouldn't rush to his side if they knew he needed help. Of the three Fangshields members most likely to interact with the PCs (see also Dalthyria and Stormwing, later in this chapter), Brenvol is the sneakiest, and if called for help he is likely to bring the entire pack to ambush the opponents of the one in need.

Brenvol Whitebrow

Brenvol Whitebrow (Human Form) CR 6

Male human werewolf ranger 4 of Selûne
NG Medium humanoid (shapechanger)
Init +3; **Senses** low-light vision, scent; Listen +9, Spot +10
Languages Common, Chondathan, Elven

AC 19, touch 13, flat-footed 16; Dodge
hp 37 (6 HD)
Fort +10, **Ref** +12, **Will** +5

Speed 30 ft. (6 squares)
Melee mwk heavy mace +6 (1d8) or
Ranged mwk shortbow +10 (1d4/×3) or
Ranged mwk shortbow +8/+8 (1d4/[ts3]) with Rapid Shot
Base Atk +5; **Grp** +5
Atk Options favored enemy humanoid (shapechangers) +2
Combat Gear *elemental gem* (*earth*)
Ranger Spell Prepared (CL 2nd):
1st—*camouflage*[Mag]

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 12
SQ alternate form, animal companion, link with companion, share spells, wild empathy +5 (+1 magical beasts), wolf empathy
Feats Dodge, Endurance[B], Iron Will[B], Rapid Shot[B], Self-Sufficient, Track[B], Weapon Focus (bite)[B], Weapon Focus (shortbow)
Skills Climb +5, Diplomacy +6, Handle Animal +6, Heal +8, Hide +10, Knowledge (nature) +9, Listen +6, Move Silently +11, Profession (cook) +6, Spot +6, Survival +8 (+10 in aboveground natural environments)*, Swim +5
* +4 racial bonus on Survival checks when tracking by scent
Possessions combat gear plus *+1 studded leather*, masterwork heavy mace, masterwork shortbow with 25 arrows, 25 silvered arrows, 225 gp

Alternate Form (Su) Brenvol is a natural lycanthrope that can take on both wolf and hybrid forms as a standard action (*MM* 176).

Hook "Be ready, friends, I smell danger!"

Illustration by Francis Tsai

If Brenvol assumes hybrid form, use the following changed statistics.

Init +5

AC 19, touch 15, flat-footed 14
hp 172; **DR** 10/silver
Fort +12, **Ref** +14

Melee mwk heavy mace +6 (1d8+1) and bite +2 (1d6 plus curse of lycanthropy) or
Melee 2 claws +6 (1d4+1) and bite +2 (1d6 plus curse of lycanthropy) or
Ranged mwk shortbow +10 (1d4/×3) or
Ranged mwk shortbow +8/+8 (1d4/[ts3]) with Rapid Shot
Grp +6
Special Actions curse of lycanthropy

Abilities Str 12, Dex 20, Con 17
SQ cannot cast spells in hybrid form

Curse of Lycanthropy (Su) Target of successful bite attack must make DC 15 Fort save or contract lycanthropy if Small, Medium, or Large

If Brenvol assumes wolf form, use the following changed statistics.

Init +5

AC 17, touch 15, flat-footed 12
hp 172; **DR** 10/silver
Fort +12, **Ref** +14

Melee bite +7 (1d6 plus curse of lycanthropy)
Atk Options trip
Grp +2
Special Actions curse of lycanthropy
Abilities Str 12, Dex 20, Con 17
SQ cannot cast spells in wolf form

Curse of Lycanthropy (Su) Target of successful bite attack must make DC 15 Fort save or contract lycanthropy if Small, Medium, or Large
Trip On successful bite attack, +1 to trip as free action (*MM* 283).

Wolf Animal Companion — CR —

N Medium animal
Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

AC 14, touch 12, flat-footed 12
hp 13 (2 HD)
Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)
Melee bite +3 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ 1 bonus trick
Feats Track[B], Weapon Focus (bite)
Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 tracking by scent)

Trip On successful bite attack, +1 to trip as free action (*MM* 283).

Illustration by Kalman Andrasofszky

Breyarg Stonebreaker

Breyarg Stonebreaker

Breyarg was born in the Great Rift in 1306 DR. Like many dwarves born in that year, he has a twin. Breyarg and his brother Dyarg came to the Vilhon Reach a year ago under orders from their temple in the Great Rift. Breyarg is friendly and outgoing to visitors, and enjoys welcoming other gold dwarves and shield dwarves to his territory. He is particularly interested in talking with any female gold dwarves who come to the area, for he and his brother want to marry and settle down some day.

Breyarg is slightly taller than a typical gold dwarf, with tan skin, ruddy cheeks, short black hair, and a well-groomed beard. His helm is steel, and its half-mask is made of bronze like his god's holy symbol. The bronze half-mask symbol is on his shield, under which is the eye-gauntlet of Helm (showing his service to Helm but his devotion to Gorm Gulthyn).

As a member of the Fellowship of the Purple Staff, he is sworn to defend the dwarves living in what will become the Holy Realm. Breyarg reports to the church of Helm, watching over the mixed-race communities in the forest and mountains but keeping a close eye on the welfare of the dwarf miners. Unofficially, the senior Fellows consider Breyarg the liaison to the dwarf community, and hopes that his pleasant manner and skills encourage other dwarves to make homes in the area. Any prospective dwarf Fellows meet with Breyarg at some point, and if he thinks the prospect is suitable, he recommends them to the senior Fellows.

Breyarg Stonebreaker — CR 6

Male gold dwarf paladin 6 of Gorm Gulthyn in service to Helm
LG Medium humanoid
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +5
Aura courage (10 ft., allies +4 against fear)
Languages Common, Dwarven

AC 20, touch 10, flat-footed 20; +4 AC against giants
hp 51 (6 HD)
Immune disease, fear
Resist +2 on saves against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +9 (+11 against poison), **Ref** +2, **Will** +4; Initiate of the Holy Realm

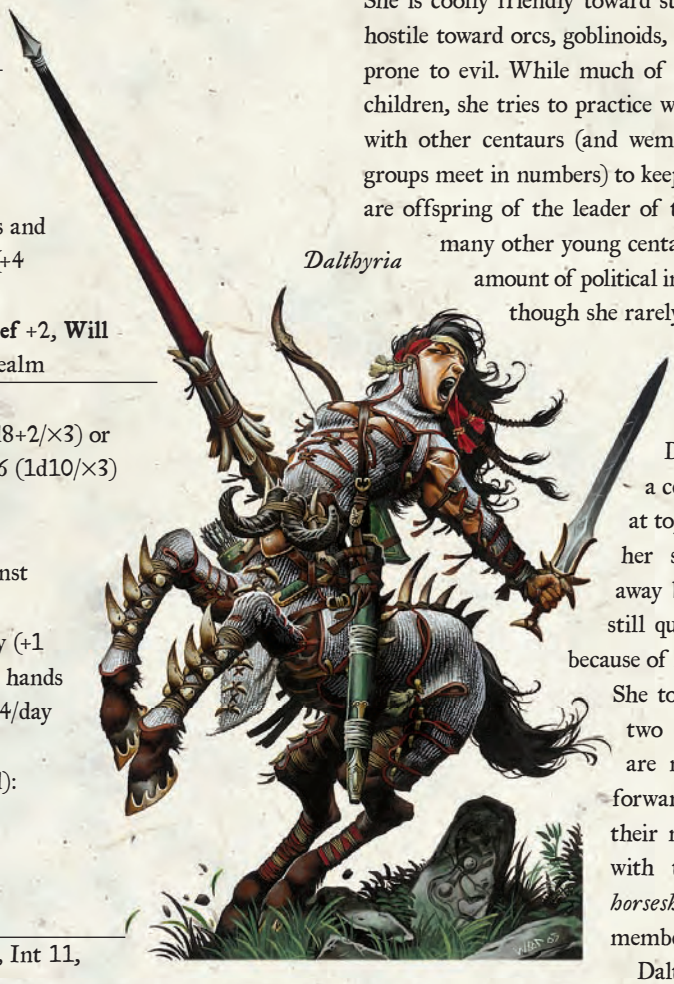
Speed 20 ft. (4 squares)
Melee mwk battleaxe +9/+4 (1d8+2/×3) or
Ranged mwk heavy crossbow +6 (1d10/×3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options +1 on attacks against aberrations
Special Actions smite evil 2/day (+1 attack, +6 damage), lay on hands 6 points/day, turn undead 4/day (+1, 2d6+3, 3rd)
Paladin Spell Prepared (CL 3rd):
1st—*alarm*
Spell-Like Abilities (CL 3rd):
At will—*detect evil*
1/week—*remove disease*

Abilities Str 14, Dex 8, Con 17, Int 11, Wis 13, Cha 12
SQ stonecunning (*PH* 15), special mount (none at present)
Feats Improved Initiative, Initiate of the Holy Realm (see page 30)*, Thunder Twin
*Breyarg qualifies for this feat because although he worships Gorm Gulthyn, Gorm is lending his service to Helm.
Skills Craft (weaponsmithing) +6, Diplomacy +7, Heal +5, Knowledge (local Holy Realm) +1, Knowledge (religion) +4, Spot +5
Possessions masterwork battleaxe, masterwork heavy crossbow with 50 bolts, masterwork full plate, masterwork large steel shield, masterwork battleaxe, *ring of protection +1*, *cloak of resistance +1*, 115 gp

Hook "I am here to serve dwarf interests and defend dwarf lives."

Dalthyria

Dalthyria is a military-minded female centaur, a veteran of combat, and is unafraid to lead a charge against the enemy. The mother of two, she lost her third foal in a hobgoblin attack and thereafter trained in war so she could avenge her dead offspring. She is coolly friendly toward strangers but very suspicious and hostile toward orcs, goblinoids, and similar humanoid creatures prone to evil. While much of her day is spent caring for her children, she tries to practice with weapons each day, and spars with other centaurs (and wemics, on the rare times the two groups meet in numbers) to keep fit. Since her son and daughter are offspring of the leader of the Fangshields centaurs (as are many other young centaurs in the area), she has a small amount of political influence over her sometime mate, though she rarely uses it.



Dalthyria

Illustration by Wayne Reynolds

Clad in chainmail and carrying a lance in addition to the traditional centaur weapons, Dalthyria is an imposing figure of a centaur, especially when charging at top speed. Originally rather husky, her softer curves are gone, worn away by hard training, though she is still quite attractive to other centaurs because of her obvious strength and fitness. She took it upon herself to train her two children in warfare, and both are nearing adulthood and looking forward to joining the Fangshields like their mother (though she is unhappy with this idea). Because she wears *horseshoes of speed*, she is the fastest member of her troop.

Dalthyria is an able lieutenant among the centaurs. Her skill in combat coupled with her natural inclinations to guide and protect others make her a good officer. She takes orders well but is capable of showing initiative when she needs to. With her magically enhanced speed, she is a great messenger, a spear point for flanking maneuvers, and the best choice for hunting down a fleeing enemy. Though Brenvol (see page 144) and his friends are the best at quiet maneuvers, Dalthyria excels at leading a company of centaurs into open battle, crushing evil under their blades, arrows, and hooves.

Dalthyria — CR 7

Female centaur fighter 4
CG Large monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Elven, Sylvan

AC 19, touch 11, flat-footed 17; Dodge, Mobility
hp 64 (8 HD)
Fort +8, **Ref** +7, **Will** +6

Speed 100 ft. (20 squares); Spring Attack
Melee longsword +12 (2d6+7/19–20) or
Melee lance +13 (2d6+7/×3) or
Melee lance +13 (4d6+14/×3) when charging
Ranged composite longbow +9 (2d6+5/×3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +16
Atk Options Power Attack

Abilities Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 13
Feats Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (hoof), Weapon Focus (lance), Weapon Specialization (lance)
Skills Diplomacy +3, Listen +3, Move Silently –1, Spot +3, Survival +2
Possessions longsword, lance, composite longbow (+5 Str bonus) with 20 arrows, chainmail barding, *horseshoes of speed*

Hook "I will crash upon my enemies like waves crash upon the shore in a storm."

Illustration by Jason Engle

Dorgafal Shiverock

Dorgafal Shiverock

Dorgafal is a rock gnome born and raised in Shadowdale. Even as a child he had an interest in stories, and he studied to be an actor and orator. As an adult he traveled over most of western Faerûn, collecting stories, news, and building a general dislike of Zhentarim and the Cult of the Dragon, both of which tried to kill him when he interfered with their operations. Dorg joined the Guardians of the Weave for the opportunity to trade information with other wanderers and to stick a finger in the eyes of the kind of mages who made his life extremely dangerous. Dorg's patron is Oghma, but his cousin is a priest of Baravar Cloakshadow, and through him the Guardians maintain good ties with gnome communities.

Dorg is an average-sized rock gnome, with tan skin, red hair, blue eyes, and a short black beard. He dresses in comfortable leathers and a mithral chain shirt. He's exuberant, talks with his hands, and enjoys practicing his vocal range by using different voices in conversations, or even when he's alone (usually by reciting lines from plays, which leads some people to think he's a little mad, but he is quite sane). He is a very good judge of character and can usually recognize when someone is lying or bluffing, but never lets on what he knows. He carries a *Fochluchan bandore*[Mag].

Dorg is an explorer, interviewer, and lorekeeper for the Guardians. He has many contacts outside the organization and reputedly has spies in the lower levels of the Zhentarim, which allows him to get wind of some of the Zhents' nefarious activities. Though he's not especially strong in combat, he's good at getting into and out of dangerous places, and is a decent healer.

Dorgafal Shiverock CR 7

Male rock gnome bard 7
NG Small humanoid
Init +7; **Senses** low-light vision; Listen +5, Spot +1
Languages Common, Gnome, Draconic, Chondathan

AC 18, touch 14, flat-footed 15; +4 AC against giants
hp 31 (7 HD)
Fort +3, **Ref** +8, **Will** +6 (+8 against illusions)

Speed 20 ft. (4 squares)
Melee short sword +3 (1d4–1/19–20) or
Ranged light crossbow +7 (1d6/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +0
Atk Options +1 on attacks against kobolds and goblinoids
Special Actions bardic music 7/day (*suggestion,* inspire competence, inspire courage +1, *fascinate* 3 targets, countersong)
Bard Spells Known (3/4/3, CL 7th):
2nd—*cat's grace, detect thoughts* (DC 14), *invisibility, tongues*
1st—*animate rope, cure light wounds, disguise self, sleep*
0—*daze* (DC 12), *know direction, mage hand, mending, message, minor disguise*[Mag].
Spell-Like Abilities (CL 1st):
1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Abilities Str 8, Dex 16, Con 12, Int 14, Wis 12, Cha 15
SQ bardic knowledge +9

Feats Artist, Improved Initiative, Stealthy
Skills Concentration +3, Diplomacy +7, Hide +11, Knowledge (arcana) +7, Knowledge (local Cormyr) +6, Knowledge (local Dalelands) +7, Knowledge (local Sembia) +4, Knowledge (local Sword Coast) +6, Knowledge (local Waterdeep) +5, Knowledge (local Western Heartlands) +5, Listen +5, Move Silently +13, Perform (act) +9, Perform (string instruments) +6, Perform (oratory) +14, Sense Motive +10, Spellcraft +7
Possessions short sword, light crossbow with 50 bolts, mithral chain shirt, *Fochluchan bandore*[Mag], chain shirt, *cloak of Charisma +2*, 150 gp

Hook "This reminds me of a play I saw in Waterdeep about a troll and a boy. Does that sound familiar? No?"

Kerri Talindras

Kerri is a Cormyrean half-elf, daughter of a human seamstress and a moon elf adventurer with a taste for exotic fashions. She takes after her father in looks and attitude, and left home to join the church of Sune as soon as she was old enough. It is her personal goal to rid the world of ugliness, and she uses her beauty and magic to show people the need for love and passion in the world. She joined the Fellowship of the Purple Staff so she could play a part in creating a land where people could be passionate about each other and their work.

Kerri looks like a tall moon elf, with pale skin, black hair with a silver patch in front, and gold-flecked blue eyes. She is petite, and while she is attractive, some would say she is cute in a tomboyish way rather than beautiful. Like her father, she dresses in fashionable clothes, not letting her small-town background keep her from looking her best. She is easily recognized by her brilliant red *cloak of resistance* that bears a minor magical effect allowing her to change its cut and embroidery in small ways to suit the rest of her apparel.

Kerri's role in the Fellowship is to explain to visitors the plan for the Holy Realm and find out how they might help that plan come to fruition. She is very charming and affectionate, and not averse to an overnight stay with an attractive guest. Kerri is an honest person and not the best judge of character when it comes to dealing with attractive men; as such, the Fellows take any of her recommendations for new members her with a grain of salt, but they appreciate her ability to settle disputes and establish friendly contact with newcomers.

Kerri Talindras

Illustration by Lucio Parrillo

Kerri Talindras — CR 5

Female half-moon elf cleric 5 of Sune
NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +2, Spot +2
Languages Common, Elven, Chondathan

AC 17, touch 14, flat-footed 14; Dodge, Mobility
hp 24 (5 HD)
Immune sleep
Fort +5, **Ref** +5, **Will** +6 (+8 against enchantments); Initiate of the Holy Realm

Speed 30 ft. (6 squares)
Melee light mace +2 (1d6–1) or
Ranged light crossbow +6 (1d8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Special Actions turn undead 5/day (+4, 2d6+7, 5th or +6, 2d6+9, 5th with Charm domain granted power), protective ward 1/day (*PH* 188)
Cleric Spells Prepared (CL 5th):
3rd—*magic circle against evil, suggestion*[D] (DC 14)
2nd—*calm emotions*[D] (DC 12), *delay poison, make whole*
1st—*charm person*[D] (DC 12), *faith healing*[Mag], *magic weapon, obscuring mist, sanctuary* (DC 12)
0—*create water, guidance, light, purify food and drink, virtue*
D: Domain spell. Domains: Charm, Protection.

Abilities Str 8, Dex 16, Con 10, Int 12, Wis 13, Cha 14
Feats Dodge, Mobility, Initiate of the Holy Realm (see page 30)
Skills Concentration +5, Diplomacy +9, Gather Information +5, Heal +6, Knowledge (religion) +6, Listen +2, Search +2, Spot +2
Possessions light mace, light crossbow with 50 bolts, *+1 studded leather, ring of protection +1, cloak of resistance +1*, 80 gp

Hook "If I could just get you to put that weapon down, we could talk about this. You seem nice enough under all that anger."

Ramas-Teth Ankh

Ramas-Teth is a Mulhorandi diviner and worshiper of Thoth. The second son of a powerful trading family, he used his inherited wealth to pay for his magical training, finishing his studies well ahead of schedule. Ramas-Teth is accustomed to dealing with foreigners and people of power, speaks several languages, and keeps an excellent library at his personal estate. As an adventurer in the Old Empires, he has had several hostile encounters with Thayan wizards, and this experience made him determined to oppose their plans whenever possible. He sought out Aluvauna in Arabel after a long journey, and is the first from his land to join the Guardians of the Weave.

Like all wizards in Mulhorand, Ramas-Teth marks his forehead with two concentric circles, though unlike most he actually tattooed them there as part of a "third eye" symbol representing his focus on divination magic. He is a tall, thin man with sallow skin and brown eyes; he has black hair but shaves all of it. He wears simple clothing of fine silk and a large amount of jewelry. Ignorant folk might think him a Red Wizard, but he never wears red and lacks the abundant tattoos common to Thayan mages.

Ramas-Teth is a skilled diplomat and helps smooth tensions between western and eastern members of the group. His command of many languages means he can converse with almost anyone without using magic. Most of the organization's information on wild magic and dead magic areas comes from his own library, and he keeps copies of the group's findings at his home. Though technically not a lieutenant, he is well respected and has filled in for the Skuld lieutenant from time to time. He enjoys making scrolls, and takes it upon himself to make copies of western spells his Mulhorandi associates might find useful.

Illustration by Ralph Horsley

Ramas-Teth Ankh

Ramas-Teth Ankh — CR 9

Male human diviner 9
LN Medium humanoid
Init +5; **Senses** Listen +2, Spot +8
Languages Common, Mulhorandi, Aglarondan, Chessentan, Chondathan, Thayan

AC 14, touch 12, flat-footed 3
hp 22 (9 HD)
Fort +4, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +4
Wizard Spells Prepared (CL 9th):
5th—*break enchantment, Rary's telepathic bond*
4th—*charm monster* (DC 17), *locate creature, scrying* (DC 17)
3rd—*clairaudience/clairvoyance, fly, hold person* (DC 16), *reverse arrows*[Mag]
2nd—*detect thoughts* (DC 15), *locate object, resist energy, see invisibility, spider climb*
1st—*charm person* (DC 14), *comprehend languages, detect secret doors, endure elements, low-light vision*[Mag]
0—*detect magic, light, mage hand, open/close, read magic*

Abilities Str 10, Dex 12, Con 10, Int 17, Wis 14, Cha 13
Feats Combat Casting, Detect Shadow Weave User (see page 28), Improved Initiative, Iron Will, Negotiator, Scribe Scroll, Silent Spell
Skills Concentration +5, Craft (calligraphy) +5, Decipher Script +10, Diplomacy +8, Knowledge (arcana) +13, Knowledge (local Aglarond) +4, Knowledge (local Cormyr) +4, Knowledge (local Mulhorand) +6, Knowledge (local Thay) +4, Knowledge (local Waterdeep) +4, Knowledge (religion) +5, Sense Motive +3, Language (Chondathan, Thayan), Spellcraft +13, Spot +8
Possessions masterwork dagger, *brooch of shielding* (50 points), *pearl of power* (1st-level spell), *bracers of armor +2, ring of protection +1, cloak of resistance +1, eyes of the eagle,* scrying mirror, 448 gp
Spellbook spells prepared plus 0—all except conjuration; 1st—*charm person, comprehend languages, detect secret doors, endure elements, feather fall, identify, know protections*[Mag]*, low-light vision*[Mag]*, shield, true strike;* 2nd—*death armor*[Mag]*, scorching ray;* 3rd—*analyze portal, fireball, rend Shadow Weave*†; 4th—*backlash*[Mag]*, fire shield, portal well*†*, stone shape;* 5th—*passwall*

Hook "Perhaps you should listen inward to hear what your heart is trying to tell you."

Rindon Wasatho

Rindon is the son of a Tashalan wine merchant and a Cormyrean trader's widow. Having grown up hearing his father's tales of the sneaky yuan-ti and their humanlike guises, Rindon is cautious about giving his trust and friendship. He is known to quietly observe a person for several days (whether in town or the forest) before deciding to talk to him or her (sometimes using Tashalan divination cards—a gift from his father—to determine when and if he should speak). He spends most of his time on the fringes of the settlement, since he doesn't like sleeping under a roof. Rindon has proven his loyalty to the Fellowship of the Purple Staff time and again, and is their most trusted agent. Though a servant of Selûne, like his father's people he has a great respect for Savras the All-Seeing. He isn't very talkative and tends to lead by example.

Rindon has black hair and near-olive skin, and because he is short and wiry some mistake him at first glance for a wild elf. He dresses in woodland colors and carries a Tashalan crossbow and a dwarf-made short sword. His animal companion is a bloodhound.

Rindon is a scout, guide, and spy for the Fellowship. He patrols the edges of the group's territory, leads newcomers through the forest to the settlements, and watches prospective and new recruits for suspect behavior. Because he knows more of the Fellowship's territory than most other rangers, they often assign him to show new members where they are expected to patrol; as such, many of them see him as a mentor who helps them find their place in the organization.

Rindon Wasatho

Illustration by Kalman Andrasofszky

Rindon Wasatho **CR 8**

Male human ranger 8 of Selûne
CG Medium humanoid
Init +3; **Senses** Listen +13, Spot +13
Languages Common, Tashalan, Chondathan, Orc

AC 17, touch 14, flat-footed 13
hp 36 (8 HD)
Fort +6, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares); woodland stride
Melee *+1 short sword* +11/+6 (1d6+1/19–20) or
Ranged mwk light crossbow +13 (1d8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +9
Atk Options favored enemy goblinoids +4, favored enemy monstrous humanoids +2
Combat Gear *potion of cure light wounds*
Ranger Spells Prepared (CL 4th):
1st—*delay poison, hunter's mercy*[Mag]

Abilities Str 12, Dex 18, Con 10, Int 14, Wis 13, Cha 8
SQ animal companion, link with companion, share spells, wild empathy +7 (+3 magical beasts), swift tracker (*PH* 48)
Feats Alertness, Endurance[B], Furious Charge[PG], Greater Two-Weapon Fighting[B], Self-Sufficient, Track[B], Two-Weapon Fighting[B], Weapon Focus (short sword)
Skills Climb +6, Handle Animal +4, Heal +7, Hide +14, Knowledge (nature) +5, Knowledge (geography) +5, Listen +13, Move Silently +19, Search +7, Sense Motive +5, Spot +13, Survival +13, Swim +6
Possessions combat gear plus *+1 short sword*, masterwork light crossbow with 50 bolts, masterwork studded leather, *gloves of Dexterity +2*, *boots of elvenkind*, Tashalan divination cards, 25 gp
Hook "I have been watching you, trying to get a sense of who you really are."

Dog Animal Companion **CR —**

N Small animal
Init +3; **Senses** low-light vision, scent; Listen +5, Spot +5

AC 18, touch 14, flat-footed 15
hp 19 (3 HD)
Resist evasion
Fort +4, **Ref** +5, **Will** +1
Speed 40 ft. (8 squares)
Melee bite +3 (1d4+2)
Base Atk +1; **Grp** –2

Abilities Str 14, Dex 18, Con 15, Int 2, Wis 12, Cha 6
SQ 2 bonus tricks
Feats Alertness, Toughness, Track[B]
Skills Jump +8, Listen +5, Spot +5, Survival +1 (+5 tracking by scent

sarade gedreghost

Sarade is a Halruaan transmuter and a member of the Guardians of the Weave who enjoys keeping an air of mystery about herself. The name she uses is almost certainly an alias (as common as "Dorn Buckman" is in Cormyr), but Aluvauna trusts her absolutely, accepting her as one of her first recruits to the cause. Sarade has refused positions of authority several times in the organization's short history, because she is one of those unusual Halruaans who prefers action and exploration to research and solitude. Sarade is a devout follower of Azuth and it was her efforts that convinced Aldym the White (a Halruaan "white necromancer" follower of Velsharoon) to join the Guardians.

Sarade is a tall, fair-skinned woman with black hair and blue eyes, easily recognized by her unusual staff and the alterations she made to her body sometime in her past. Her left eye is gone, and the socket glows with a grayish light (though this light vanishes when she wills it, revealing only a gray haze filling the socket). Her right hand is gone, replaced with an animate gray stone hand that hovers just above her smooth wrist. The left-hand mate to this stony hand floats above her staff and sometimes moves on its own accord, pointing out things of interest.

Sarade is a newsbearer, guide, scout, and battlemage for the Guardians. As one of the members with access to the *teleport* spell (which she prepares every day), she is often called for backup in dangerous situations. She likes taking new members under her wing and giving them minor one-use magic items to help them accomplish their first few tasks for the Guardians. Her wooden staff can shoot rays of fire.

Illustration by Lucio Parrillo

Sarade Gedreghost

SARADE GEDREGHOST — CR 12

Female human transmuter 12
NG Medium humanoid
Init +6; **Senses** Listen +3, Spot +3
Languages Common, Halruaan, Halfling, Shaaran

AC 20, touch 20, flat-footed 18
hp 54 (12 HD)
Fort +6, **Ref** +6, **Will** +9 (+11 against illusions)

Speed 30 ft. (6 squares)
Melee *Sarade's staff* +6 (1d6) or
Ranged *Sarade's staff* +8 touch (*scorching ray* effect, CL 12th; *PH* 274)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +5

Wizard Spells Prepared (CL 12th; 1d20+14 to overcome SR):
6th—*disintegrate* (DC 20), *greater dispel magic, prismatic eye*[Mag] (DC 22)
5th—*baleful polymorph* (DC 19), *cone of cold* (DC 21), *lesser ironguard*[Mag], *teleport*
4th—*dimension door, polymorph, Rary's mnemonic enhancer, shout* (DC 20)
3rd—*blink, dispel magic, scintillating sphere*[Mag] (DC 19), *slow* (DC 17), *suggestion* (DC 17)
2nd—*cat's grace* (2), *knock* (2), *rope trick, see invisibility*
1st—*burning hands* (DC 17), *feather fall, ironguts*[Mag], *Kaupaer's skittish nerves*[Mag], *mage armor*†, *magic missile*
0—*detect magic, flare, mage hand, message, read magic*
†Already cast

Abilities Str 8, Dex 14, Con 14, Int 18, Wis 13, Cha 12
Feats Alertness, Combat Casting, Craft Staff, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Spellwise[PG]
Skills Bluff +5, Concentration +14, Diplomacy +5, Heal +5, Knowledge (arcana) +14, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (local Halruaa) +9, Knowledge (religion) +9, Listen +3, Spellcraft +14, Spot +3
Possessions *Sarade's staff* (25 charges), *bracers of armor +4, cloak of resistance +3, amulet of health +4,* 2,890 gp
Spellbook spells prepared plus 0—all except illusion and necromancy; 1st—*expeditious retreat, forcewave*[Mag], *jump, mount;* 2nd—*bear's endurance, darkvision, scorching ray;* 3rd—*blacklight*[Mag], *fireball;* 4th—*charm monster, spell enhancer*[Mag], *Tirumael's energy spheres*[Mag]; 5th—*overland flight, transmute rock to mud, wall of stone;* 6th—*Dhulark's glasstrike*[Mag]

Hook "I have returned! You are not going to believe the news I have from your friends."

stormwing

Stormwing is an adventurous young giant eagle, a member of the Fangshields and part of the Stormwind Aerie. It is a tradition for eagles of his aerie to give their offspring the names of ancestors, and Stormwing is the third to carry that name. Because both previous bearers became mighty heroes, his fellows expect similar things from him and he is more than ready to fulfill their expectations. Stormwing travels far in search of people who need help, and he has extensive contacts with rangers and druids in nearby lands as well as members of the Harpers, Emerald Enclave, and even a progressive Thayan wizard traveling in the Western Heartlands. On his own he has faced down ogres and even a solitary wyvern, and once snatched a Zhentarim skymage off the back of her mount and let her plummet from a great height. He loves to dive and spin, and is known as the demon "Sky-Feather" to several tribes of evil humanoids he likes to chase and accost to abandon their evil ways (his magic ring helps him maintain an image of a magical creature to the superstitious humanoids).

Stormwing

Stormwing has brown feathers over most of his body, with lighter brown feathers on his head, neck, and chest. His beak is yellow-brown, his eyes are black, sharp, and fierce, and his feet and legs bulge with mighty tendons. His claws are the same color as his beak, and he sharpens them on rocks daily. He wears a magic gold ring on one claw that lets him turn invisible once per day; like his name, this ring is passed down from generation to generation. When he knows he must carry someone for an extended period of time, he usually wears a simple harness across his back or holds a hammock in his claws so his guest is comfortable.

Stormwing and the other eagles in the group are the aerial soldiers of the Fangshields. When flying predators such as wyverns and small dragons enter Fangshields territory, the aerie assembles to drive them away or kill them. They have also been called to rescue friends in difficult places or steal away enemy leaders in the middle of battle for negotiations. If the White Pack (see Brenvol, page 144) are the ambushers and the centaurs are the cavalry, the eacgles are the air support, sending daggers of terror into enemy hearts as he and his fellows swoop down out of a cloudy sky. He is the natural choice for a speaker to new flying members to the group and is more than willing to guide them, often testing their flying skills as he does so.

Stormwing **CR 9**

Male giant eagle ranger 6 of Lurue
CG Large magical beast
Init +3; **Senses** low-light vision; Listen +6, Spot +15
Languages Common, Auran

AC 18, touch 14, flat-footed 14
hp 59
Resist evasion
Fort +11, **Ref** +13, **Will** +5

Speed 10 ft. (2 squares), fly 80 ft. (average)
Melee 2 claws +15 (1d6+6) and bite +13 (1d8+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +20
Atk Options favored enemy giants +4, favored enemy dragons +2
Combat Gear *lesser ring of invisibility* (1/day, CL 3rd)
Ranger Spells Prepared (CL 3rd):
1st—*magic fang, resist energy*

Abilities Str 22, Dex 19, Con 15, Int 10, Wis 14, Cha 12
SQ animal companion (none at present)
Feats Alertness, Flyby Attack, Greater Two-Weapon Fighting[B], Multiattack, Track[B], Two-Weapon Fighting[B], Wingover
Skills Knowledge (geography) +3, Knowledge (nature) +8, Listen +12, Sense Motive +7, Search +6, Spot +18, Survival +9
Possessions combat gear plus *ring of protection +1, amulet of natural armor +1,* 340 gp

Hook "I spy our enemies! Dive, with your claws ready for war!"

Illustration by Wayne England

Monsters

The following monsters were either created by good creatures or can serve as allies, cohorts, mounts, or animal companions for valorous heroes.

Battle Effigy

Medium Construct
Hit Dice: 7d10+20 (58 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +5/+9
Attack: Greataxe +9 melee (1d12+6/×3 plus stun)
Full Attack: Greataxe +9 melee (1d12+6/×3 plus stun)
Special Attacks: Stun
Special Qualities: Construct traits, DR 5/adamantine, fast healing 5
Saves: Fort +2, Ref +2, Will +2
Abilities: Str 18, Dex 10, Con —, Int —, Wis 11, Cha 1
Environment: Any dwarven land or underground
Organization: Solitary or pair
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 8–10 HD (Medium); 11–21 HD (Large)

This stone statue depicts a dwarf warrior in heavy armor and a battleaxe, crouched in a defensive stance—at least until it suddenly shifts position, blocking your path.

Battle effigy

Illustration by Wayne England

A battle effigy is a construct developed by dwarves and used to guard significant locales within their underground domains. Usually constructed to appear as stout dwarf warriors armed with traditional weapons and wearing heavy armor, battle effigies are often decorated with clan insignias and runes to proudly proclaim to all who has made them.

Most of the time, a battle effigy stands dormant, a mere decoration set up alone or in matching pairs along hallways and flanking doorways leading into vaults and crypts. However, under certain conditions designated by its creator, a battle effigy shifts position and attempts to block the passage or doorway that it guards. It battles relentlessly using the weapon crafted as part of its body to deal terrible blows, but it does not pursue trespassers that retreat.

A battle effigy is about 4-1/2 feet tall and weighs 500 pounds.

Combat

A battle effigy has one goal and one goal only: to prevent prohibited creatures from getting past its position. Its attacks are straightforward, pounding against whatever foe is closest to it. When it has no foes to attack, it simply returns to its position and awaits its triggering condition once more.

Construct Traits: A battle effigy is immune to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude saving throw unless it also works on objects. It is immune to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. A battle effigy has darkvision out to 60 feet and low-light vision.

Stun (Ex): Any creature hit by a battle effigy's attack is stunned for 1 round (Fortitude DC 17 negates). The save DC is Strength-based.

Fast Healing (Ex): A battle effigy regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a battle effigy to regrow or reattach lost body parts.

Equines

Equines—horses, donkeys, mules, zebras, and ponies—are found in many varieties across Faerûn, each bred for a specific task. Perhaps surprising to some, most of the best horse breeders are humans. Dwarves and gnomes have never found it easy to bring horses into the Underdark, elves favor magical mounts (most of which make even the most prized horse seem rather mundane), halflings have proven happy with the efforts of the humans, and orcs prefer less domestic mounts, such as war pigs and worgs.

As a general note, equines are measured in hands (where a hand equals 4 inches), and height measurements refer to the distance from the ground to the horse's withers (shoulders), not to the top of the head.

Most breeds of equines in Faerûn are identical in price and characteristics with one of the various kinds of equines described in the *Monster Manual*, as detailed here.

Heavy horse breeds include Cream draft, Sembian draft, Amphailan, Miradan's, Tendal's breed, and Phlan cart horse.

Heavy warhorse breeds include Amphailan black charger, Ostorian, and Tantran destrier.

Light horse breeds include Fox Trotter, Baldurian riding horse, Mintan riding horse, Darromar, Shire rider, Halruaan, New Forest, Esmel long rider, Barrowright farm, and Mucklestone.

Light warhorse breeds include Golden Trotter, Duskwood Skewbald, Ixinosia Longhair, Vilhon riding warhorse, Emberhawk, and Thayan Black.

Pony breeds include Orsraun pony, Snowflake Mountain pony, Nether pony, Forest pony, Sunrise pony, and Shire pony.

War pony breeds include Hammer war pony and Whiteshield war pony.

Faerûn has several unique equine breeds as well, each of which is in some way or ways an exception from the norm. These unique breeds are described below.

Amphail Gray

This variety of equine, bred exclusively in Amphail far to the north, is famous across Faerûn for being loyal and hardy. These dappled gray light horses stand 16 hands (5 feet 4 inches) at the withers and are otherwise unremarkable in appearance. Nevertheless, they are highly priced, averaging 225 gp.

Amphail Gray (CR 1): As light horse (*MM* 273) except +2 Con, +2 Wis, +2 Cha.

Calimite

Coming out of the Calim Desert, these horses are said to be blessed with the speed of great Calim himself. The Calimite is one of Faerûn's most famous horses, known for its great speed, endurance, and pure breeding. The breed is further distinguished by its beautiful and delicate head, large and prominent eyes, arched neck, deep chest, silky coat, full mane, and high tail carriage. Standing 14-1/2 hands (4 feet 10 inches) high, these light warhorses can be chestnut, gray, bay, or black with black and white markings on the face and legs. These beasts are highly valued and highly priced, averaging 1,650 gp.

Calimite (CR 1): As light warhorse (*MM* 274) except speed 70 ft., +2 Con.

Chionthar

Named for the region of its prevalence, the Chionthar is known by a variety of names, including the Reaching and the Cormyte riding horse. It is popular throughout both the Western and Eastern Heartlands, and quality ranches are known in Hluthvar, Iriaebor, Asbravn, Arabel, Waymoot, and Harrowdale. The Chondathans of the Vilhon Reach originally bred this light horse centuries ago; the Chionthar shows the influence of the Calimite and the Dambraii. Cormyreans perfected the breed. It stands 16 hands (5 feet 4 inches) at the withers, has a long neck, and a dignified head with widely spaced intelligent eyes. Coat colors include bay, dark bay, chestnut, black, and gray; white markings are common on the face and legs. This horse is strong and swift, as well as easily trained. Not much of a workhorse, the breed is especially prized by travelers and messengers. A solid but common horse, the Chionthar's sale value averages about 200 gp.

Chionthar (CR 1): As light horse (*MM* 273) except speed 70 ft., +2 Str, –2 Wis. Any character riding a Chionthar gains a +1 bonus on Ride checks.

Cormyrean Destrier

The Cormyrean destrier is perhaps the finest heavy warhorse in all of Faerûn. The breed is relatively new; King Azoun I ordered and supervised their breeding sometime around 400 DR from Nar and Tharurr stock. Although it is now encountered throughout western and northern Faerûn, the best Cormyrean destriers are still found on the ranches outside Arabel and Waymoot. Cormyreans are the most commonly depicted warhorse among castle and palace wall tapestries across much of Faerûn. Outside of Cormyr, the Cormyrean destrier can also be found as a workhorse pulling beer wagons and heavy plows. A mature stallion stands 17 hands (5 feet 8 inches) high and can weigh up to 2,200 pounds. It has wide-set, expressive eyes and a noticeably convex nose. It is often bay, brown, black, or gray, and usually costs more than 1 gp per pound, averaging 2,500 gp.

Cormyrean Destrier (CR 2): As heavy warhorse (*MM* 273) except +2 Str, +2 Wis. Any character riding a Cormyrean destrier gains a +1 bonus on Ride checks.

Dales Pony

The Dales pony goes by many names throughout the Dales, Moonsea, the Vast, and Damara. These ponies work on farms and ranches, in mines, and for merchants throughout the region. Having been mixed with ponies and horses of almost all breeds, the Dales pony's appearance is as varied as the species of horses, although they are often piebald or skewbald. Nevertheless, the breed maintains its superior survival traits, a powerful jump, and sure-footedness. Standing 12 hands (4 feet) high, the Dales pony is also a popular training pony among the wealthy of central and northeastern Faerûn. These highly prized ponies cost 120 gp.

Dales Pony (CR 1/4): As pony (*MM* 277) except +2 Con; +2 racial bonus on Balance, Climb, and Jump checks. Any character riding a Dales pony gains a +1 bonus on Ride checks, and Handle Animal checks made against a Dales pony receive a +2 bonus.

Dambraii

Dambraii steeds are prized throughout the Shining South. A Dambraii that leaves Dambrath is considered the equal of any light warhorse found elsewhere. In truth, those who manage to get their hands on a purebred Dambraii horse will find it tough, fast, and easy to train. However, only the poorest horseflesh actually leaves Dambrath. Someone facing a troop of Dambraii cavalry quickly learns that the best horses are kept in Dambrath. A cavalry troop on Dambraii horses can move at a speed that is unheard of by any other cavalry troop. They are all battle trained and very dependable in combat. Dambraii riders are almost never thrown, at least while their horses still live.

It is interesting to note that the superior qualities of Dambraii horses are reduced outside their land. Perhaps this is proof that arkas grass (which grows only in Dambrath) was indeed created for horses. Horses fed on arkas grass during the first years of their lives become superior animals; this is a little-known secret outside of Dambrath. The horses of Dambrath are smaller than usual, standing only 13-1/2 hands (4 feet 6 inches) high. They are always piebald or skewbald, generally, white on black, or black on white. Browns and grays do exist, but are rare. These amazing steeds sell for 1,800 gp.

Dambraii (CR 1): As light warhorse (*MM* 274) except speed 70 ft., +2 Dex, +2 Con. Handle Animal checks made against a Dambraii gain a +2 bonus, and it can be trained in half the normal amount of time.

Hammer Pony

Bred for strength and endurance by the gold dwarves of the Great Rift, the hammer pony is equally at home on the surface or in the depths of the Underdark. This breed stands 12 hands (4 feet) in height and has a large, muscular frame that can easily support the weight of a fully armored dwarf. Colors range from golden brown to black, although the mane and tufts of hair around the ankles are always blond. The hammer pony's favorite food is fungus of any sort, although it will feed on grass if that is all that is available. This breed is little known outside the Shaar, because it is rarely available for sale outside of the trading town of Hammer and Anvil where the gold dwarves offer their wares. A hammer pony sells for 400 gp in the immediate vicinity of the Great Rift and as much as three times that amount farther afield.

Hammer Pony (CR 1/2): As war pony (*MM* 277) except +2 Str, –2 Dex, +2 Con, –2 Wis, –2 Cha.

Island Pony

The Illuskan people are not known for their horsemanship. Still, the horse, or more accurately the pony, has played a key role in their civilization. The island pony seems to be native to the islands of the Trackless Sea. At 13 hands (4 feet 4 inches) in height, this large, muscular, and hardy pony has small lively ears and a barrel chest. Bay, black, and chestnut are the most common colors; stripes are common on the legs. Its sure-footed and strong hooves are made for traveling along the broken ground and usually do not require shoes. These fine ponies cost 75 gp on the islands of the Trackless Sea, but can cost twice that amount elsewhere.

Island Pony (CR 1/4): As pony (*MM* 277) except +2 Str, +2 Con, –2 Cha; +2 racial bonus on Balance and Climb checks.

Kromlor

The Kromlor is a heavy horse used for farming, mining, and other heavy work. It is named after the Kromlor family of Longsaddle, one of the first homesteader families to settle the Savage Frontier—if family histories are to be believed—which bred them from Nars and the Chionthar. They are popular with Tethens from Baldur's Gate to points north. The Kromlor is feisty and always eager to work. This enormous animal is justly famed for its weight, size, and activity, as well as the long, silky, white hair that covers its legs from the knees down. The horse stands 18 hands (6 feet) high and weighs up to 2,200 pounds. It has a flat face and large nostrils. The most common colors for the Kromlor are bay, black, and brown. Roans are also sometimes seen. These magnificent animals cost 1,000 gp.

Kromlor (CR 1): As heavy horse (*MM* 273) except +2 Str, +2 Con.

Lhesperan

The Lhesperan is a light horse that originated in the Shaaran town of Lhesper. It is no longer found there, killed off by the yuan-ti ages ago, but has spread throughout the Shaar and proven popular with the marauders of the Bandit Wastes. Lhesperans are chestnut in color from a golden chestnut to chocolate with a light colored mane and tail. These elegant and relaxed horses stand 14 hands (4 feet 8 inches) high. Lhesperans cost 100 gp, somewhat more than a typical light horse.

Lhesperan (CR 1): As light horse (*MM* 273) except speed 70 ft., +2 Con, –2 Wis.

Meth

The Meth was bred in northern Unther along the Chessentan border centuries ago. This light warhorse has a proud heritage of pulling war chariots throughout the Old Empires of Unther, Chessenta, and to some extent Mulhorand. This short-legged but powerful horse is best known for its strong back and sturdy disposition. It stands 15-1/2 hands (5 feet 2 inches) high and is usually solid gray in color, though most solid colors are possible. These compact horses are increasingly popular in the Vilhon Reach, and cost 450 gp.

Meth (CR 1): As light warhorse (*MM* 274) except speed 50 ft., +2 Str, +2 Con, +2 Wis.

Nars

This breed of heavy horse has the reputation for combining strength, speed, and a placid nature. It is a popular breeding stock in Almorel, Nathoud, Narfell, Rashemen, Damara, Vaasa, and Impiltur. The Nars averages 16 hands (5 feet 4 inches) tall at the withers, making it relatively large for a heavy horse. Its coat is normally a chestnut color, although golds and blacks are also found. It is strong in the harness, capable of drawing a sled or a wagon where normally two horses are required. For its size and strength, it has a fast gait. The Nars has a good disposition and is less likely than other breeds to be spooked by sudden shocks. For these qualities, the Nars is popular with the northern nobility and yeoman farmers alike. The Nars breed is a staple of the horse markets of Nathoud, costing 250 gp on average.

Nars (CR 1): As heavy horse (*MM* 273) except speed 60 ft., +2 Str, –2 Wis, +2 Cha.

Raurin

This ancient breed of light warhorse has been the wellspring of many other bloodlines found in the Raurin Desert and surrounding lands such as Mulhorand, Murghôm, and Semphar. Bred first when the Raurin Desert was a green land, the Raurin has survived the drastic change to arid desert, growing tough and sturdy. The Raurin averages 15 hands (5 feet) at the withers with long and slender legs. Its coat is almost always, golden, dun, or gray in color. The breed is noted for its strength, stamina, sure-footedness, and unparalleled speed. The Raurin can survive on fodder alone (not requiring grain) and can also last three days without water. The Raurin breed is rare in the desert and virtually unknown in distant lands where it is seldom recognized. In lands where it is known, the Raurin breed costs 1,000 gp on average.

Raurin (CR 1): As light warhorse (*MM* 274) except speed 70 ft., +2 Str, +2 Con.

Semphari

One of the closest relations to the Raurin is the Semphari, a magnificent breed of light horse. Of the known breeds, none can rival the Semphari for grace and beauty. These traits, combined with its fine stamina, sure-footedness, and intelligent nature, have made it one of the most valuable of all horses. The Semphari averages 14 hands (4 feet 8 inches) at the withers. Its body is light, its muscles lean and trim, and its legs long and slender. The coat is almost always chestnut or white, fading to gray near the rump. The mane and tail are long. The Semphari is not a widespread breed, found mostly in Semphar and Murghôm. There, the lords and nobles keep breeding stables and vie to produce the finest horses. Outside this area, the Semphari is less well known, although its qualities are easily visible and thus still fetch a commanding price. Most of the horses are sold to kings and nobles as breeding stock. The breed costs 2,000 gp on average, but is almost impossible to find outside its homeland.

Semphari (CR 1): As light horse (*MM* 273) except +2 Con, +2 Dex, +2 Cha; +2 racial bonus on Listen checks. The Semphari grants a +1 bonus on its rider's Ride checks. Its DC for learning tasks is reduced by 2, and it can learn them in half the normal amount of time.

Shaaran Zebra

The Shaaran Zebra roams wildly throughout the plains of the Shaar and into the Eastern Shaar. It is a stout light horse that stands 13 hands (4 feet 4 inches) at the withers and can weigh up to 630 pounds. It is distinguished from other horses by its striking pattern of broad, alternating, vertical black and white stripes. It has a heavy head, stout body, and a short, thick mane. It has a "bark" quite unlike the neigh or bray of most equines. Also, unlike most horses, the Shaaran zebras exhibit a harem-type social organization and consequently, are difficult to separate from their herd to train effectively.

Shaaran Zebra (CR 1): As light horse (*MM* 273) except +2 Con, +2 Wis, –2 Cha. The mount imposes a –2 penalty on Handle Animal and Ride checks.

Shad'iar

The Shad'iar ride and breed small, strong, sure-footed horses from Calimite and Lhesperan stock, which thrive on nothing more than the tall grasses of the Lands of the Lion (though many are spoiled with the occasional carrot, radish, or kohlrabi). These light warhorses are hardier than normal. They are trained to carry their riders into battle and are difficult to spook. These noble beasts of burden are more than stock to the tribes, however. They are an integral part of the culture, deeply loved and intertwined with the nomad's history and lore. A Shad'iar stands 14 hands (4 feet 8 inches) at the withers. The breed comes in dun, tan, brown, and black, and many have dappled hindquarters. The Shad'iar tribes rarely sell their exceptional horses to outsiders, but do sell them to each other for 1,050 gp.

Shad'iar (CR 1): As light warhorse (*MM* 274) except +2 Con, +2 Wis.

Sosser

The Sosser is a mix of steppe horse and other breeds favored by the farmers of the far north. It is commonly found in the lands of Sossal, Narfell, Vaasa, Damara, and Thar. It is not a glamorous animal, but it is not as homely as its cousin the steppe horse. The Sosser is a smallish light horse, about 14 hands (4 feet 8 inches) at the withers. The Sosser is valued for its sure-footedness, strength, and ability to resist the cold. Its neck is long and its head narrow. The hooves are broader than most. The coat is normally chestnut or copper and grows long during the cold season. The Sosser is bred to endure the cold weather of the far northern mountains and to serve as a work animal. It is strong in the harness, capable

of drawing a sled or a wagon where normally two horses are required. The breed costs 90 gp on average.

Sosser (CR 1): As light horse (*MM* 273) except +2 Str, +2 Dex, –2 Cha. A Sosser has resistance to cold 5 and receives a +2 resistance bonus on saving throws against cold-based attacks.

Steppe

This breed of light horse resembles a cross between a horse and a pony. It is not a graceful or attractive mount, nor is it large and powerful-looking. However, its homely appearance disguises an equine of great endurance and strength. The Steppe horse averages 13 hands (4 feet 4 inches) at the withers. It has a short neck, large head, and is heavily boned, making it a small, ungainly mount. It has a shaggy winter coat of copper or bronze with a lighter yellow stripe down the back. For all its short legs, the Steppe horse can go swiftly for long distances. It is strong and even-natured, making it steady in battle. The steppe horse survives on grazing alone, not needing separate supplies of grain, and has great endurance. Still, the steppe horse is not valuable or widely sought after. The Tuigan tribes of the Endless Waste and the folk of Rashemen most commonly ride it. Outside of this region, the Steppe horse is known only in Thesk and does not command high prices. Only those breeders seeking strength and stamina for their own bloodlines are likely to consider the steppe horse worth greater than normal sums. The breed costs 70 gp on average, but is almost impossible to find outside the lands previously mentioned.

Steppe (CR 1): As light horse (*MM* 273) except +4 natural armor, +2 Str, –2 Dex, +2 Con, –2 Cha.

Tharurr

The Tharurr is a smallish heavy warhorse that is just as likely to be used as a workhorse. This pure breed was originally found and used by the ogres of Thar; its name means "Thar's horse" in the language of giants. In the wake of Thar's fall centuries ago, the breed has become common among the Eraka raiders of the Ride, the farmers of Damara, and many of the noble warriors of Impiltur. They are bright, eager to please, and athletic horses, easily trained and capable of making their way through the broken ground and mountains of northern Faerûn. A Tharurr stands 15-1/2 hands (5 feet 2 inches) high and is usually dappled gray or white. Its sturdy bone structure and powerful hindquarters characterize it. The creature sells for 800 gp.

Tharurr (CR 2): As heavy warhorse (*MM* 273) except +2 Dex, +2 Wis, +2 Cha; +2 racial bonus on Climb checks.

Uglib

This skewbald donkey is of dwarven breeding but is used widely by the gnomes and even at times by other races. It is hardy and stable, but ugly in the extreme, with mottled hair that often grows in tufts, beady eyes, and a stubby tail. The breed also is prone to growing harmless but noticeable bone spurs. Dwarf and gnome miners use the breed commonly, having built *portals* to transport stock wherever they are needed. The Uglib sells for 25 gp among dwarves and gnomes and for 35 gp to others willing to buy them.

Uglib (CR 1/3): As donkey (*MM* 272) except +3 natural armor, +4 Str, +2 Con, –2 Cha; +2 racial bonus on Balance and Climb checks.

Whiteshield

Bred for mountainous and rocky terrain, the sure-footed whiteshield is a highly prized and thickly muscled war pony favored by shield dwarves across the North. It has a shaggy cream-colored winter coat that gives way to a somewhat prickly, dark brown hide in the summer months. The whiteshield is named for the distinctive shield-shaped patch of pure white hair always found on the forehead of purebred members of this breed. Many dwarf warriors tattoo or paint their own shield device onto the shield-shaped mark before going into battle. This breed stands 12-1/2 hands (4 feet 2 inches) in height and has a large, muscular frame that can easily support the weight of a fully armored dwarf. Ponies of this breed cost 200 gp in dwarf clanholds across the North, but when they are rarely offered for sale to nondwarves, they can command as much as five times that price.

Whiteshield Pony (CR 1/2): As war pony (*MM* 277) except +2 Str, +2 Dex, –2 Wis, –2 Cha.

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BENEFITS OF MEMBERSHIP

Substitution Levels for Minor Valorous Organizations in Champions of Valor

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Champions of Valor discusses what it means to be valorous and heroic in Faerûn. The book introduces heroic ideals, as well as new feats, prestige classes, and substitution levels for heroes associated with the major valorous organizations. However, it does not provide any alternate mechanics for heroes belonging to all the minor valorous organizations in its pages. Some of these organizations are more suited for player characters than others, and several seem to cry out for some player character options. Thus, this web enhancement offers substitution levels for members of six minor valorous organizations.

Champions of Ruin, on the other hand, discusses what it means to be evil in Faerun, but it offers no substitution levels for any of the organizations that appear in its pages. To rectify this apparent oversight, substitution levels for the Zhentarim fighter and the Dark Moon monk are provided here as well.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook,* the *Dungeon Master's Guide,* and the *Monster Manual*—as well as *Champions of Valor* and *Champions of Ruin*—to use this material. The information presented here utilizes the D&D v.3.5 rules.

ORGANIZATION-BASED SUBSTITUTION LEVELS

To get the benefits of the substitution levels described here, your character has to join the appropriate organization. Membership has its privileges, as someone once said.

All the new class features for the various substitution levels are described in detail here. The descriptions for any class features that are identical to existing ones may be found in the appropriate sections of the *Players Handbook.*

GOLDEN HANDS OF VERGADAIN (ROGUE)

The Golden Hands of Vergadain defend the interests of the dwarves, particularly in areas of commerce and trade. Furthermore, the members of this organization work to eliminate threats to dwarven commercial ventures and recover goods stolen from dwarf merchants. The training provided by the Golden Hands helps members track foes of the dwarves and deal with them appropriately.

Hit Die: d6.

Requirements

To take a Golden Hands substitution level, a character must be a dwarf, a member of the Golden Hands of Vergadain, and about to take his 2nd, 3rd, or 6th level of rogue.

Class Skills

A Golden Hand of Vergadain has the same selection of class skills as a standard rogue does, plus Survival.

Skill Points at Each Level: 8 + Int modifier.

Golden Hands Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+1	+0	+2	+0	Evasion, favored enemy
3rd	+2	+1	+3*	+1	Sneak attack +2d6, track
6th	+3	+2	+4*	+2	Urban tracking

*These values are each lowered by 1 if the character has also taken the 2nd Golden Hand substitution level.

Class Features

All the following are features of the Golden Hands substitution levels.

Favored Enemy (Ex): A Golden Hand of Vergadain can choose any organization in Faerûn that opposes dwarves as a favored enemy, in the same way that a ranger chooses favored enemies. The Golden Hand gains a +2 bonus on weapon damage rolls against recognized members of the chosen organization, and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against such individuals. This ability cannot be used to "detect" members of the chosen organization, and it applies only against actual members. Thus, the Golden Hand cannot simply declare someone a member to gain the bonuses.

This benefit replaces the +1 bonus on Reflex saves that a standard rogue gains at 2nd level. From this point forward, the Golden Hand's Reflex save modifier is 1 point lower than that of a standard rogue.

Track (@@): A Golden Hand of Vergadain gains Track as a bonus feat. This benefit replaces the trap sense class feature that a standard rogue gains at 3rd level. Any time thereafter that the Golden Hand would normally gain an increase in the trap sense ability, he gains a +1 bonus on any check made to track instead.

Urban Tracking (Ex): A Golden Hand of Vergadain can use the Gather Information skill to track targets in an urban setting. The tracking DCs and results are the same, but the skill used is different.

This benefit replaces the +1 base attack bonus that a standard rogue gains at 6th level. From this point forward, the Golden Hand's base attack bonus is 1 point lower than that of a standard rogue.

HARMONIOUS KNIGHT (PALADIN)

Paladins of the Harmonious Order, called Harmonious Knights, serve Milil and do good works in his name, though they tend to be egotistical and overly sure of themselves. Milil grants paladins of this order musical abilities to complement their fighting.

Hit Die: d10.

Requirements

To take a Harmonious Knight substitution level, a character must have Milil as his patron deity and be about to take his 1st, 6th, or 9th level of paladin.

Class Skills

A Harmonious Knight adds Perform to the standard paladin's list of class skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Harmonious Knight substitution levels.

Inspire Courage (Su): A Harmonious Knight can use songs to inspire courage in his allies and himself. As a standard action, he can sing rallying or inspiring war songs that grant all allies that hear him a +1 morale bonus on attack and damage rolls. This effect lasts as long as the Harmonious Knight sings, and for 5 rounds afterward. This ability is usable once per day per paladin level, and Harmonious Knight substitution levels count as paladin levels for this purpose.

This benefit replaces the standard paladin's *detect evil* ability.

Inspire Competence (Su): A 6th-level Harmonious Knight with at least 4 ranks in Perform can use

Harmonious Knight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, inspire courage, smite evil 1/day	—	—	—	—
6th	+6/+1	+5	+2	+2	Inspire competence	1	—	—	—
9th	+9/+4	+6	+3	+3	Inspire greatness	1	0	—	—

singing to help an ally (but not himself) succeed at a task. The ally must be within 30 feet and able to see and hear the Harmonious Knight. The ally gains a +2 competence bonus on skill checks made with a particular skill as long as she continues to hear the Harmonious Knight's singing (maximum 2 minutes). Inspire competence is a mind-affecting ability and is usable once per day.

This benefit replaces the *remove disease* ability that the standard paladin gains at 6th level. From this point onward, the character has one fewer weekly uses of *remove disease* than a normal paladin of his level does.

Inspire Greatness (Su): A 9th-level Harmonious Knight with at least 5 ranks in Perform can sing to inspire greatness in himself or one chosen ally as a standard action. The effect lasts for as long as the ally hears the Harmonious Knight sing and for 5 rounds thereafter. The affected ally gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (applying the target's Constitution modifier, if any, to both extra Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a mind-affecting ability and is usable once per day.

This benefit replaces the second weekly use of *remove disease* that the standard paladin gains at 9th level. From this point onward, the Harmonious Knight gains another daily use of inspire greatness or inspire competence (if he took the 6th Harmonious Knight level) instead of each additional weekly use of *remove disease* that he would otherwise have gained.

HIN DISCIPLE (MONK)

Halfling monks of the Hin Fist are trained to use a foe's size against it. Their fighting style emphasizes bringing down larger foes and evading their attacks.

Hit Die: d6.

Requirements

To take a Hin Disciple substitution level, a character must be a halfling member of the Hin Fist order and be about to take his 1st, 6th, or 9th level of monk.

Class Skills

A Hin Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the Hin Disciple substitution levels.

Bonus Feats: At 1st level, a Hin Disciple monk may choose either Underfoot Combat or Stunning Fist as a bonus feat, instead of Improved Grapple. At 2nd level, he can choose between Improved Trip and Combat Reflexes as a bonus feat. He need not meet the prerequisites for these feats. The Hin Disciple does not gain a bonus feat at 6th level.

Underfoot Combat: You can move into or through a space occupied by a Large or larger foe without provoking attacks of opportunity. While you are in a square occupied by a Large or larger creature, you gain a +4 cover bonus to AC against all attacks, even those made by the creature whose space you occupy.

Blur of Motion (Ex): A 6th-level Hin Disciple with at least 5 ranks in Tumble can use the total defense option and still make a single attack in the same round. Blur of motion is a full-round action that can be used only against Large or larger foes.

This benefit replaces the choice of bonus feats that a standard monk gains at 6th level.

The Harder They Fall (Ex): A 9th-level Hin Disciple monk who has taken Improved Trip may grant allies some of that feat's benefit. When the Hin Disciple trips a foe whose square he occupies, every ally within melee reach of the downed foe may immediately make a single attack at its full attack bonus on that opponent. Each ally also gains the +4 bonus on attack rolls for attacking a prone foe. This attack is made on the Hin Disciple's turn and does not count against the number

Hin Disciple Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Base Damage*	AC Bonus	Unarmed Speed Bonus
1st	+0	+2	+2	+2	Bonus feat,	–2/–2 flurry of blows, improved unarmed strike	1d4	+0	+0 ft.
6th	+4	+5	+5	+5	Blur of motion, slow fall 30 ft.	+3/+3	1d6	+1	+20 ft.
9th	+6/+1	+6	+6	+6	The harder they fall	+6/+6/+1	1d8	+1	+30 ft.

*Base damage is for Small monks, since only Small monks qualify for these levels.

of attacks that the allies can make on their own turns. No combination of feats or abilities can grant a second attack by any ally during the Hin Disciple's turn.

This benefit replaces the standard monk's improved evasion ability. Furthermore, the Hin Disciple may never gain improved evasion from any class in the future.

SHADOW CLOAK KNIGHT (PALADIN)

For many decades, the gnome paladins belonging to the Knights of the Shadowy Cloak have worked to eliminate evil humanoids. To minimize the possibility of retaliation against gnome communities, they have developed ways to work in secret.

Hit Die: d10.

Requirements

To take a Shadow Cloak Knight substitution level, a character must be a gnome, a member of the Knights of the Shadowy Cloak, and about to take her 4th, 6th, or 9th level of paladin.

Class Skills

A Shadow Cloak Knight has the same class skills as a standard paladin does, plus Hide and Move Silently.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Shadow Cloak Knight substitution levels.

Favored Enemy (Ex): A Shadow Cloak Knight paladin trains to fight the gnomes' traditional enemies and learns special tactics to defeat them. She gains humanoids as her favored enemy type and can choose any of the humanoid subtypes indicated for rangers on page 47 of the *Player's Handbook*. The Shadow Cloak Knight gains a +2 bonus on weapon damage rolls against her favored enemy and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type.

Hide in Plain Sight (Ex): A 6th-level Shadow Cloak Knight can use her Hide skill even when she has nothing to hide behind, or when she is being observed. To do so, she must be within 10 feet of any area of shadowy illumination in which she could hide, or in the dark. She cannot hide in her own shadow, and she can hide in the shadow of a creature only if it is Large or larger. She cannot use a creature's own shadow to hide from it.

One with the Darkness (Sp): Once per day, a Shadow Cloak Knight paladin can become invisible, as if using the 2nd level sorcerer/wizard spell *invisibility*. Caster level equals paladin level, and Shadow Cloak Knight substitution levels count as paladin levels for this purpose.

HIGH ONE WARRIOR-WIZARD (WIZARD)

Some paladins of Azuth belong to the Order of the Swords of the High One. These rare warriors must progress as paladins before studying wizardry fulltime, since they cannot multiclass freely. This dual focus fuses their paladin training with their wizardry.

Hit Die: d4.

Requirements

To take a level of High One warrior-wizard, a character must be a member of the Swords of the High One, have at least two paladin levels, and be about to take her 2nd, 4th, or 5th level of wizard.

Class Skills

High One warrior-wizards have all the class skills that a standard wizard does, plus Diplomacy, Handle Animal, Heal, and Ride.

Skill Points at Each Level: 2 + Int modifier.

Shadow Cloak Knight Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
4th	+4	+4	+1	+1	Favored enemy	0	—	—	—
6th	+6/+1	+5	+2	+2	Hide in plain sight	1	—	—	—
9th	+9/+4	+6	+3	+3	One with the darkness	1	0	—	—

High One Warrior-Wizard Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
2nd	+1	+0	+0	+3	Wizardly smiting	4	1	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Reduce armor hindrances	4	3*	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Familiar mount	4	3*	2*	1	—	—	—	—	—	—

*These values could be reduced by 1 if the High One warrior-wizard took the previous substitution levels.

Class Features

All the following are features of the High One warrior-wizard substitution levels.

Wizardly Smiting (Su): At 2nd level, a High One warrior-wizard can smite evil as a paladin (see page 44 of the *Player's Handbook*). Her wizard levels stack with her paladin levels for the purpose of determining how many times per day she can use this ability.

This benefit replaces the 1st-level spell that a standard wizard gains at 2nd level. From this point forward, the character has one fewer 1st-level spells that she can prepare per day than a standard wizard does.

Reduce Armor Hindrances (Ex): The High One warrior-wizard's training in spellcasting allows her to ignore some of the hindrances of armor. The arcane spell failure chance imposed by her armor is reduced by 20% (minimum 0%). Thus, she can wear light armor without penalty, or medium or heavy armor with reduced penalties.

This benefit replaces the 2nd-level spell that a standard wizard gains at 4th level. From this point forward, the character has one fewer 2nd-level spells that she can prepare per day than a standard wizard does.

Familiar Mount: If a High One warrior-wizard has access to a special mount based on her paladin levels, this creature gains the characteristics of a familiar as well as those of a paladin mount. The High One warrior-wizard must dismiss her familiar (if she has one) to gain this benefit, but she takes no penalties for doing so. She then uses her wizard level to determine the natural armor bonus, Intelligence, and special abilities that her familiar should have and applies those to her special paladin mount. Her High One warrior-wizard levels count as wizard levels for this purpose.

The mount's natural armor bonuses from both sources stack, and it gains the greater of the two Intelligence scores. Thus, the mount has all the abilities of a special mount appropriate to the character's paladin level and a familiar appropriate to her wizard level. Bonuses of the same type do not stack, except as noted above, and the mount cannot gain the same ability twice; it takes the better version to which it is entitled.

The High One warrior-wizard does not lose experience points if the familiar mount is killed because she can summon a new one according to the rules given for paladins.

This benefit replaces the bonus feat that a standard wizard gains at 5th level.

WAYWARD WARDEN (PALADIN)

Wayward Warden paladins dedicate their lives to defending halfling communities and trade caravans. Because they use both stealth and honorable confrontation to achieve their goals, paladins in this organization train in abilities that use the sneakiness of their companions to the group's advantage.

Hit Die: d10.

Requirements

To take a Wayward Warden substitution level, a character must be a halfling, a member of the Wayward Wardens organization, and about to take her 3rd, 5th, or 10th level of paladin.

Class Skills

A Wayward Warden has the same class skills as a standard paladin does.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the Wayward Warden substitution levels.

Distracting Presence (Su): When confronting evil, a Wayward Warden can focus the attention of her foes on herself, causing each of them to take a –4 penalty on Spot and Listen checks while she is present.

This benefit replaces the aura of courage class feature gained by a standard paladin at 3rd level.

Use Your Allies (Ex): When a Wayward Warden is flanking a foe at least one size category larger than herself, she deals an extra +1d6 points of damage on every attack. This extra damage applies even if the foe cannot be flanked or is immune to flanking, but it does not apply when the foe is simply denied its Dexterity bonus. Use your allies is otherwise the same as the rogue sneak attack ability (see page 50 in the *Player's Handbook*).

This benefit replaces the second daily use of smite evil that a standard paladin gains at 5th level. From this point onward, she has one fewer daily use of smite evil than a standard paladin does.

Wayward Warden Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
3rd	+3	+3	+1	+1	Distracting presence, divine health	0	—	—	—
5th	+5	+4	+1	+1	Special mount, use your allies	0	—	—	—
10th	+10/+5	+7	+3	+3	Commanding presence	1	1	—	—

Commanding Presence (Su): A 10th-level Wayward Warden can influence the battlefield with her very presence. Once per day, as a standard action, she can grant her allies (but not herself) a competence bonus on attack rolls equal to her Charisma bonus (maximum +5). Only allies within 60 feet of the Wayward Warden that can see and hear her are eligible to receive this bonus. It lasts for 1 round per paladin level that the character possesses, and Wayward Warden substitution levels count as paladin levels for this purpose.

This benefit replaces the 3rd daily use of the smite evil ability that a standard paladin gains at 10th level. From this point forward, she has one fewer daily use of smite evil than a normal paladin does, or two fewer uses if she also took the 5th-level Wayward Warden substitution level.

DARK MOON DISCIPLE (MONK)

The Monks of the Dark Moon are sorcerer-monks who have dedicated their bodies, minds, and souls to Shar, the Lady of Loss. Because they deal with shadows and the Shadow Weave, they have developed special powers to take advantage of their connection to Shar.

Hit Die: d6.

Requirements

To take a Dark Moon Disciple substitution level, a character must be a member of the Monks of the Dark Moon sect, have Shar as her patron deity, and be about to take her 3rd, 7th, or 12th level of monk.

Class Skills

A Dark Moon Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the Dark Moon Disciple substitution levels.

Darkvision (Ex): At 3rd level, a Dark Moon Disciple gains darkvision with a range of 60 feet.

This benefit replaces the still mind class feature that the standard monk gains at 3rd level.

Shadow Blend (Su): In any conditions other than full daylight, a 7th-level Dark Moon Disciple can disappear into the shadows, gaining total concealment. Artificial light does not negate this ability, though a *daylight* spell does.

This benefit replaces the wholeness of body class feature that the standard monk gains at 7th level.

Walk the Shadows (Su): At 12th level, a Dark Moon Disciple can jump from shadow to shadow. This ability works like the *dimension door* spell, except that the Dark Moon Disciple can leave and arrive only in areas of shadowy illumination. The caster level equals the character's monk level, and Dark Moon Disciple substitution levels count as monk levels for this purpose. This ability is usable once per day.

This benefit replaces the abundant step class feature that a standard monk gains at 12th level.

Dark Moon Disciple Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Base Damage*	AC Bonus	Unarmed Speed Bonus
3rd	*+2*	*+3*	*+3*	*+3*	*Darkvision*	*+0/+0*	*1d6*	*+0*	*+10 ft.*
7th	*+5*	*+5*	*+5*	*+5*	*Shadow blend*	*+4/+4*	*1d8*	*+1*	*+20 ft.*
12th	*+9/+4*	*+8*	*+8*	*+8*	*Slow fall 60 ft., walk the shadows*	*+9/+9/+9/+4*	*2d6*	*+3*	*+40 ft.*

ZHENTARIM SOLDIER (FIGHTER)

The Zhentarim work across Faerun to bring other realms under their influence and eventual control. To that end, Zhentarim Soldiers learn that intimidation is as effective for coercing the masses as physical force is.

Hit Die: d10.

Requirements

To take a Zhentarim Soldier substitution level, a character must be a member of the Zhentarim and about to take his 3rd, 5th, or 9th level of fighter.

Class Skills

A Zhentarim Soldier fighter has the same selection of class skills as a standard fighter does, plus Bluff and Diplomacy.

Skill Points at Each Level: 2 + Int modifier.

Zhentarim Soldier Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Extended intimidation
9th	+9	+6	+3	+3	Swift demoralization

Class Features

All the following are features of the Zhentarim Soldier substitution levels.

Bonus Feat: A Zhentarim Soldier gains Skill Focus (Intimidation) as a bonus feat at 3rd level.

Extended Intimidation (Ex): A target successfully intimidated by a 5th-level Zhentarim Soldier suffers lasting effects. Instead of ending when the Zhentarim Soldier leaves, as is normal for the Intimidate skill, the intimidation effect lasts for 24 hours after his departure. Thereafter, the target's attitude toward the Zhentarim Soldier shifts to unfriendly, but a lingering fear remains. Whenever the Zhentarim Soldier returns to someone he has previously intimidated, he gains a +4 bonus on his Intimidate check to re-establish the effect.

Swift Demoralization (Ex): A 9th-level Zhentarim Soldier can use the demoralize opponent aspect of the Intimidate skill as a swift action rather than as a standard action.

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA™ Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets. He is still involved in writing, organizing conventions, and playing, and in his spare time, he models proteins for the Biochemistry Department of the University of Nevada, Reno.